BRADYGAMES
E-GUIDE



WWW.BRADYGAMES.COM

From the Library of Chris Miller



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

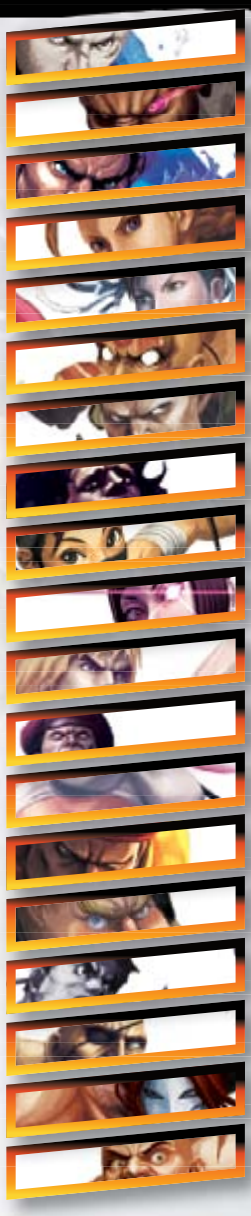
From the Library of Chris Miller



TABLE OF CONTENTS

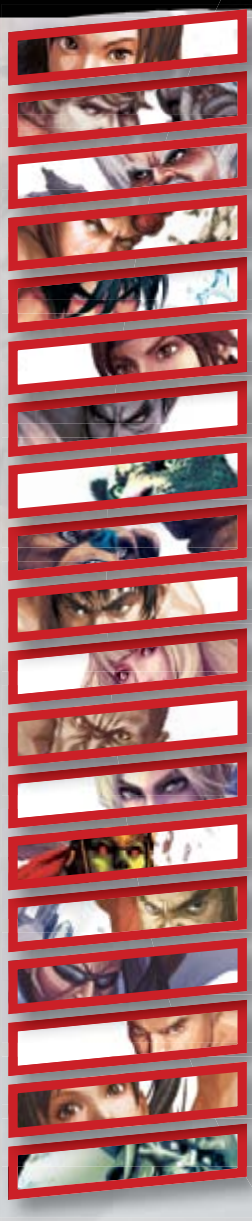
INTRODUCTION 2
GLOSSARY 6
GAME MODES 14
SYSTEM & GAMEPLAY 20
CHARACTERS

STREET FIGHTER CAST



Abel 50
Akuma 58
Balrog 70
Cammy 80
Chun-Li 88
Dhalsim 96
Guile 104
Hugo 112
Ibuki 120
Juri 130
Ken 138
M. Bison 146
Poison 154
Rolento 162
Rufus 170
Ryu 178
Sagat 186
Vega 194
Zangief 202

TEKKEN CAST



Asuka 210
Bob 218
Heihachi 228
Hwoarang 236
Jin 246
Julia 256
Kazuya 266
King 276
Kuma 286
Law 296
Lili 306
Marduk 316
Nina 324
Ogre 334
Paul 342
Raven 350
Steve 358
Xiaoyu 368
Yoshimitsu 378

STREET FIGHTER X TEKKEN ART & CONCEPTS 386

*The contents of this strategy guide are based solely on the research of BradyGames

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Introduction & Glossary



CAPCOM X NAMCO

In 1991 Capcom released *Street Fighter II* (*SF2*), the seminal fighting game title. This game introduced enduring, iconic characters, and laid down the very bedrock upon which nearly every subsequent 2-D fighting game has been built. To this day, it is easiest to describe a fighting game as the sum of its similarities to *SF2* and its successors. *Street Fighter II* was one of the games most responsible for pushing gaming into more complex territory—it had six buttons instead of one or two, and (at first) eight characters, each possessing dozens of distinct attacks. *SF2* at the time required more knowledge from the player than perhaps any game before it.

The success of *SF2* altered the industry. It was impossible to miss with its ubiquity in arcades, gas stations, pizza parlors, bus stations, malls, airports, and just about everywhere else with room for an arcade cabinet and a power supply into which to plug it. Home console releases of *SF2* would be some of the most successful releases not just for fighting games at the time, or for that console generation, but *ever*. It would go on to spawn an entire cottage gaming industry of *SF* properties: the *Street Fighter Alpha* and *Darkstalkers* series, with their introduction of chain combos, more lenient juggling; the first appearance of "Dramatic Battle," in which more than one character fought another at once, and a wide variety of new characters; the *Vs.* series with its advent of team-oriented gameplay and the beginning of tie-ins with other intellectual properties like Marvel Comics and SNK's *King of Fighters / Fatal Fury* series; and the *Street Fighter III* series, which altered mechanics and introduced the parry, enabling more tactics-oriented, "*Tekken*-esque" gameplay over a decade before *Street Fighter X Tekken* was conceived. *Street Fighter IV*, released in 2008, would build upon all that came before by sprucing up graphics and gameplay for a new generation, adding a fresh coat of paint and updating mechanics with systems like Ultras and Focus Attack canceling.

As *Street Fighter II* influenced 2-D fighting games, so Namco's *Tekken* influenced 3-D. While early titles tried 3-D fighting too, the tight, focused, precise close-range combat of *Tekken* won audiences over contenders like Tamsoft's *Battle Arena Toshinden* and Square's *Tobal No.1*. Only Sega's *Virtua Fighter* could keep up with *Tekken* for 3-D fighting cachet over the years. In some cases, other early 3-D fighting games offered more freedom of true 3-D fighting than *Tekken* initially did. (The first *Tekken* was distinguished by cutting-edge polygonal graphics, but the fighting still took place on two planes). But other games did not match *Tekken's* crisp mechanics and memorable mix of campy characters with dead-serious ones. *Tekken* helped establish the ground rules for 3-D games, which were somewhat similar to *SF2*'s 2-D foundation but diverged in important ways, ultimately granting *Tekken* a legacy separate from *SF2*.

Tekken had a harder edge than *SF2*, with a less comic-influenced, more mature look, and higher production values—*SF2* relied on almost kitschy charm, with bright colors and characters taking journeys for personal gain, enlightenment, or resolution. From the start, the characters and story

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



of *Tekken* were steeped in vengeance, patricide and fratricide, business conspiracies, and corporate machinations. Each new *Tekken* title launched with a slew of mind-blowing CG cinemas, rewarding gamers for plumbing the depths of each new title with tons of art, backstory, and camp. Combat focused less on the space control and poking of *Street Fighter* and more on macro tactics at close range. But even with the sharper, darker edge and more in-your-face combat, *Tekken* was not without levity and humor. The series would feature boxing raptors and kangaroos, super-intelligent bumbling bears, and a cursed combatant made entirely of wood, all to release some steam from the gravitas surrounding the endless nepotism and cannibalism of the dynastic Mishima clan.

As with *Street Fighter*, *Tekken* evolved and branched out over the years. Starting with *Tekken 3*, the series finally allowed all characters to move along a 3-D plane and *Tekken Tag Tournament* added tagging team gameplay. *Tekken* was largely responsible for encouraging the juggle-centric combos found in virtually every modern fighting game. Namco would take some of the ideas of *Tekken* and expand them into *Soul Edge*, the first entry in the wildly popular weapons-based *Soul Calibur* series. At a time when *Street Fighter IV* was helping revive the somewhat flagging fighting-game scene, so too were *Tekken 6* and *Soul Calibur 4* keeping fighting-game fanatics from going too long between doses. *Soul Calibur 5* has since been released, and *Tekken Tag Tournament 2* (and an inevitable *Tekken 7*) will continue the traditions.

If it seems surprising that the two most successful and important fighting-game franchises would eventually intersect—a good 20 years since they both invented and popularized their types of fighting—perhaps that's just a natural consequence of the fighting-game mentality. It's as though Akuma dropped his efforts to corrupt and destroy Ryu, or Heihachi made amends with Kazuya, as though either participant in a grand final would be happy to declare a tie rather than go for the win. But of course the arrangement need not be so black and white, rigid and binary. What would a game be like that attempted to marry the gameplay ideas of both series?

What would *two* games like that be like? One from each company? What if Namco and Capcom graciously agreed to put their resources behind re-envisioning the characters, mechanics, and tropes of their erstwhile competitors, producing bold new ideas of how the series we love and play should be?

It's time to find out! First with Capcom's *Street Fighter X Tekken*, the official guide for which you're now reading, and later with Namco's *Tekken X Street Fighter.* It's time to cross the line.

Introduction

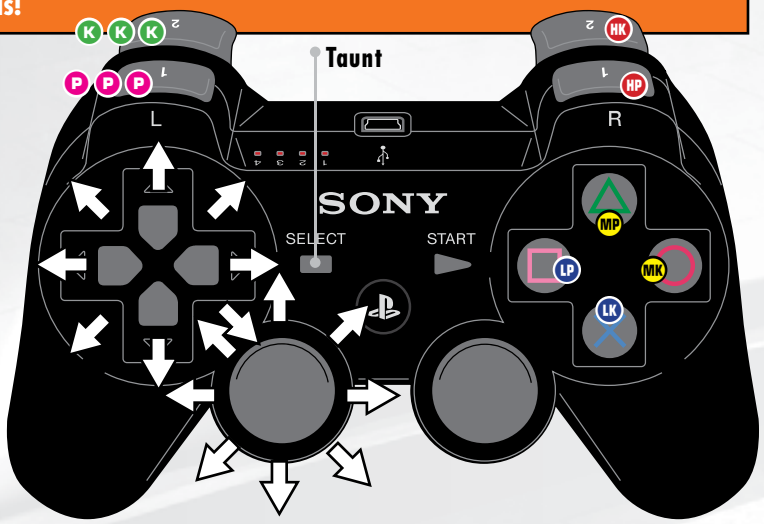
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

BASIC CONTROLS

ORIENTATION

DIRECTIONS THROUGHOUT THIS GUIDE ASSUME A CHARACTER ON THE LEFT SIDE OF THE SCREEN, FIGHTING AN OPPOSING CHARACTER TO THEIR RIGHT. For characters who are on the right side of the screen fighting a character on the left, reverse any forward or backward commands!

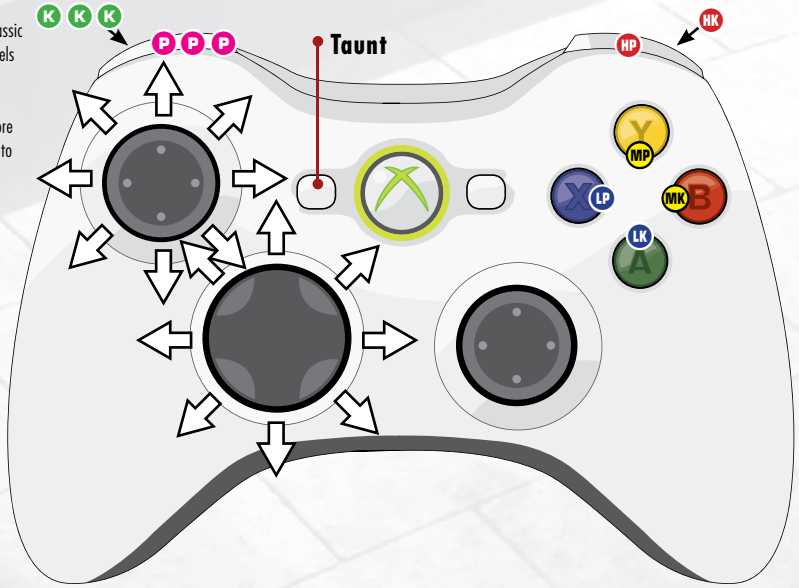


The default configuration for pads on both Xbox 360 and PlayStation 3 put the buttons in similar places. By default, the left-side shoulder buttons have all three punches and kicks mapped, which can help pad players execute Super Arts consistently.

It used to be that joysticks were the only way to go. Fighting games were a hobby for arcade rats, and arcades didn't have control pads. (Although to pick nits, eventually some arcade cabinets for ***Tekken*** titles did have controller ports for PlayStation pads. This was partially due to the continual success of ***Tekken*** on various iterations of the PlayStation, where it was exclusive until ***Tekken 6***, and partially due to the quality of PlayStation controller d-pads, which many hardcore ***Tekken*** players prefer.) Nowadays, with the PlayStation still rocking the classic d-pad that's benefited fighting gamers since the PS1, and with Xbox 360's new silver controller with a twisted d-pad that's ideal for fighting games and hearkens back to the Sega Saturn pad, there are many options for virtual combatants. Whatever stigma used to surround people playing fighting games on pads is gone, along with most of the arcades in which the stigma was born.

Still, joysticks remain the overwhelming controller of choice among seasoned players. And there is no shortage of quality sticks available. Since the resurgence of the fighting game scene after the releases of titles like ***Street Fighter IV***, ***Ultimate Marvel vs. Capcom 3***, and ***Soul Calibur 5***, controller manufacturers have redoubled their efforts to cater to this market in a big way. In the past, you ***had*** to get a custom, homebrew stick in order to own a good one. Mass-market sticks were typically made of cheap parts that wouldn't hold up to thousands of matches. Tournament veterans will fondly recall hundreds of fighters at nationals lugging around their wooden sticks from MAS Systems.

MadCatz led the charge in revitalizing the stick business, releasing many versions of their now-classic Tournament Edition stick to support ***Street Fighter IV*** and other recent titles. They have two models of an officially licensed ***Street Fighter X Tekken*** stick! Hori also makes quality joysticks, like the recent licensed version of their popular Hori Real Arcade Pro VXSA/V3SA, which features artwork from ***Ultimate Marvel vs. Capcom 3***. And there's still the homebrew market, though now it's more for luxury or personal touches than necessity—independent outfits like Project GiantSword cater to individual needs, producing personally tailored sticks with premium craftsmanship.





The original MadCatz Street Fighter X Tekken Tournament Edition stick, released last year in limited quantities, features orange trim and an angular look.



The new MadCatz Street Fighter X Tekken TE is squared off, darker, and is made to be connected with an identical model, perfectly simulating the old fighting-for-elbow-space arcade experience!



The premium sticks from both Hori and MadCatz feature parts from Japanese arcade manufacturer Sanwa, which are almost bulletproof for years of durability. The innards of the Hori and MadCatz sticks are mostly identical, so preference comes down to personal taste, like art preference or "lap feel."



For a joystick with personal flair built to custom specs, Project GiantSword is at the top of the heap.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

NOTATIONS

Directions

Directional input	Result
⇨	Forward. Hold to walk forward, double tap to dash forward.
⇘	Diagonally down-forward.
⇩	Down. Hold to crouch. Will cause crouchable high attacks and standing throws to miss. Tap down just before tapping an upward direction for a high jump.
⇙	Diagonally down-back. Hold to block low and high attacks.
⇦	Back. Hold to walk backward, double tap to backdash. Holding ⇦ also blocks incoming mid and high attacks.
⇖	Diagonally up-back. Starts a backward jump.
⇧	Up. Starts a vertical jump.
N	Neutral. Indicates that there is no directional input on the joystick or directional pad. Important for some moves.

Buttons

Button input	Result
P	Indicates any punch button. P P indicates any two punch buttons together; P P P indicates all three together.
K	Indicates any kick button. As with punches, K K indicates two together, K K K indicates all three.
LP	Light punch. Sometimes called "jab" as in Street Fighter.
MP	Medium punch. Sometimes called "strong."
HP	Heavy punch. Sometimes called "fierce."
LK	Light kick. Sometimes called "short."
MK	Medium kick. Sometimes called "forward."
HK	Heavy kick. Sometimes called "roundhouse."
LP LK	Indicates light punch and light kick pressed together. Required for normal throws and for throw escapes.
MP MK	Indicates medium punch and medium kick pressed together. Required for team actions like Switch, Switch Cancel, Cross Assault, and Cross Art.
HP HK	Indicates heavy punch and heavy kick pressed together. Required for Launchers and Cross Cancels.

Notations

Symbol	Meaning
▷	Cancel arrow. Indicates one action is canceled into the next. Applies to Boost Combos, rapid fire chains, Tekken-style strings, and normal moves canceled into Special Moves, Super Arts, and team actions.
,	A comma. In combo and sequence notation, this means that one action is performed and fully recovers before the next is performed. This is different from a cancel, in which one action is interrupted by the next.
+	Indicates that a direction must be pressed in concert with a button, as in ⇨ + MP.
SM	Acronym for Special Move. Used in cancelable column of data tables to indicate a move is Special cancelable.
EX	Abbreviation for EX Special Move. Used in cancelable column to indicate a move is EX Special cancelable.
SA	Acronym for Super Art. Used in cancelable column to indicate a move can be canceled into Super Art.
CA	Acronym for both Cross Art and Cross Assault team-oriented actions. Used in cancelable column of data tables to indicate a move can be canceled into Cross Art and Cross Assault.
+	Often used when referring to frame data. To be + on frames means a character may act before their opposition.
-	Often used when referring to frame data. To be – on frames means a character's opponent will may act before them.

FRAME DATA PRIMER

Frame data is a quantification of the actual time it takes for characters to undertake actions. Knowledge of frame data helps you understand the differences between moves that are often too small or subtle for our intuition to detect. The game runs at 60 frames per second, so 1 frame is 1/60th of a second.

Startup frames are the time it takes for an attack to reach its first **active** frame. Startup ***includes*** the first frame of active, so if you were to add up the startup, active, and recovery frames listed for a move, that's actually 1 more frame than it requires. Startup is listed in this way so that it's easy for you to look for potential links. In other words, if a move is listed as leaving your character at +8 on hit, then a move with a startup of 8 can be linked only with perfect timing, a move with a startup of 3 can be linked easily, and a move with a startup of 9 frames or more cannot be linked.

Active frames represent the number of frames in which a move can hit. Many moves have multiple active periods during the same attack. The blank periods between active periods in the same attack are expressed in parentheses. An active listing of 2(4)2 means that when a move reaches its active frames, it is capable of hitting for 2 frames, followed immediately by 4 frames where it cannot hit, followed by 2 frames where it can hit again.

Recovery frames begin immediately after active frames and last until the character is free to act again. When you cancel moves, you are skipping the recovery period.

Projectile startup is listed as the first frame where the projectile exists on screen and is capable of hitting. Projectile recovery for the thrower starts 1 frame later. Active frames are not listed for projectile attacks, because projectiles are separate from the character using them. Where relevant, the durations of projectiles are listed in notes.

Advantage on hit is the frame advantage caused after a normal hit. Almost universally, but ***not quite*** universally, you can add +2 to this figure for Counter Hits. Some moves behave slightly, or radically, different as Counter Hits, however, and this will be listed in notes.

Advantage on block is the frame advantage caused after the enemy blocks an attack.

Both "advantage on hit" and "advantage on block" assume that an attack contacted with the ***very first*** active frame. Connecting with later active frames on purpose (such as sticking a move out early over an opponent waking up, so they rise into the last frames of active) is referred to as using a "meaty" attack and will confer greater frame advantage to the user.

A tilde (~) used means that values can be within a range. A slash (/) indicates different outcomes based on different parameters.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

GLOSSARY OF TERMS

Fighting games are complex. We said so in the introduction. You need to know a lot of jargon and internalize many concepts. With dozens of characters, a complex interlocking web of matchups, and thousands of moves and possible taxing situations, it can be daunting to get started. So if you're new, don't try to absorb it all at once and don't worry about early confusion or losses. Everyone starts somewhere! Our introductory chapters here will bring you up to speed on terms, tactics, and training, so you can wrap your head around the game itself. As you become familiar with the game, you'll begin to realize what kind of style you want to play: aggressive and in-your-face or defensive and halting; hit and run or pressing momentum. From there, you can identify the characters you'd like to study, for which our character chapters will be invaluable. We have extensive data, move breakdowns, combos, and strategy to help you master your fighters of choice.

And as you learn the ropes, go nuts. *Street Fighter X Tekken* is a festival, with ideas from different fighting game lineages going back two decades and mashed together into a huge roster of flashy fighters bursting with potential! Play both rosters, mix and match allies and rivals, and take advantage of the training and challenge modes. With online play possible in nearly every mode (including training!), you'll have no shortage of competition, both friendly and furious. There's nothing quite like playing fighting games at a high level, so we welcome you to dive in and enjoy your stay.

ABARE Japanese term that refers to attacking aggressively while at a **frame disadvantage**. May work precisely because an opponent who is certain they have the **advantage** does not expect their target to fight back from a bad position.

ACTIVE Refers to active **frames**, the portion of an attack that is capable of striking an opposing character. The frame data for **advantage on block** and **advantage on hit** throughout this guide assumes that an attack strikes during its very first active frame. Attacks that strike during later frames of the active period are referred to as **meaty**. The longer the active period, the better. After the active portion, an attack enters its **recovery** phase.

ADVANTAGE Refers to one character being able to act before the other. Happens after interactions between characters, such as when one character strikes another, placing them in **hitstun** or **blockstun**. The attacking character must **recover** from their offensive action, while the defending character or victim must recover from being held in place by the attack. The character who can act first has **frame advantage**, which is quantifiable in a practical way. For example, knowing which moves at your disposal have 3 frame **startup** allows you to **punish** with certainty situations you know will leave the opponent at -3 or worse.

AERIAL Refers to an opponent who is not grounded, whether by **jumping**, **backdashing**, by getting **juggled** with a **float** attack, or by movement **Specials** or some other means. Some attacks ***only*** hit aerial targets, while some attacks ***can't*** hit air targets. Some attacks have different effects when hitting air targets rather than grounded ones. Synonyms include **airborne** and **air**.

AIR THROW A **throw** that targets **aerial** opponents. Some characters have air-to-air normal throws, accomplished with LP LK while **jumping**, and some have **Special Move** throws that target air foes. Air throws can't hit ground targets.

ARMOR Characteristic of certain attacks in which a single incoming hit can be absorbed without interrupting the action.

ASSIST GEM Gems that aid in the control of characters, such as enabling auto**block** or simplifying move commands.

BACKDASH A backward movement accomplished by double-tapping back (⇦ ⇦). Backdashes are briefly invulnerable for the first 8 frames and are thus a universal defensive option for all characters.

BACKTURN A state in which a character fights with their back toward the enemy. Just like in the ***Tekken*** games from which this state is derived, available moves differ from those used facing the foe, and **blocking** is not possible.

BACKWARD Refers to actions moving or directed away from the opponent's side of the screen. This guide assumes a right-facing character, so backward is represented as ⇦ . For left-facing characters, reverse commands.

BATTERY A character whose role is primarily to build up the **Cross Gauge** for their teammate.

BLOCK A crucial defensive action accomplished by holding a direction away from the opponent. Not possible while **airborne**. **Low** attacks must be blocked **crouching**. **Mid** attacks must be blocked **standing**. **High** attacks can be blocked either standing or crouching. Blocking can also be called **guarding**.

BLOCK DAMAGE Damage caused by certain attacks when they are **blocked**. **Special Moves**, **Super Arts**, and **Cross Arts** will cause 25% of their normal damage when blocked. It is possible to lose a round through block damage.

BLOCKSTRING A sequence of attacks that keeps the opponent pinned in **blockstun**. If there are small gaps, the opponent may try to retaliate and just get **Counter Hit**. Doing this on purpose is a **frame trap**. If there are larger gaps, an opponent may squeeze an attack and break up your sequence. **Invulnerable reversal** moves like Shoryukens will blow through any gap at all. An airtight blockstring will hold them in blockstun the whole time, preventing them from doing anything except using a **Cross Cancel**.

BLOCKSTUN The state a character enters while **blocking** an attack. The only possible action while blocking is a **Cross Cancel**.

BOOST COMBO A rhythmic sequence of **normal moves** ascending in power. For example, LP ▷ MP ▷ HP or LK ▷ MK ▷ HK. For different characters, punches and kicks can be mixed and matched as long as the strength increases, e.g. LK ▷ MP ▷ HK. Double-tapping HP or HK at the end of a successful Boost Combo of two hits or better results in a **Cross Rush**, during which the current point character tags out for the one on the sidelines. Boost Combos are similar to the **chains** and **strings** found in previous Namco and Capcom fighting games.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

BOOST GEM Gems that boost the parameters of a character, such as increasing movement speed, boosting the rate of **Cross Gauge** acquisition, or increasing damage.

BOUND (OR B!) A *Tekken 6* term that refers to **ground bounce**-type effects.

BREAD AND BUTTER Refers to the staple **combo**(s) used by a particular character. Other combos and tactics are situational or opportunistic.

BUFFER Multiple definitions. Buffering can refer to using one action to mask the inputs for another action. For example, **poking** with crouching MK, then inputting ↓↘→ + HP to cancel into a follow-up projectile. It also refers to periods in which the game carries forward inputs for you, such as during the **reversal** window.

CANCEL Interrupting an action before its **recovery** period ends with another action. There are many examples: **rapid fire** canceling **light normal moves**; **chain** canceling normal moves into one another through **Boost Combos**; canceling normals into **Special Moves** or **Super Arts**; and so on.

CHAIN Another term for **rapid fire canceling light** attacks and/or using **Boost Combos** to cancel **normal moves** into other normal moves. May also be called **strings**.

CHARGE CANCEL See **Super Charge cancel**.

CHECK Can be short for **hit check**, which is another way of saying **hit-confirm**. Can also refer to using certain kinds of attacks to keep the opponent honest, such as sticking out a **sweep** to "check" their **crouching block**. If they aren't blocking low, they eat a sweep **knockdown**.

CINEMATIC FREEZE The effect that occurs whenever a **Super Art**, **Cross Art**, or **Cross Assault** is initiated. Game time freezes briefly, as a zoomed-in cinematic plays out featuring the character or team participating in the action.

CLOSE (OR CL.) A variant of the **standing** state that occurs up close to the opponent. For most characters, **normal moves** used up close are different from standing versions used outside of point-blank range.

CLOSE RANGE The range in which two combatants are close enough to threaten each other with **throws** and short range **pokes**.

COMBO A sequence of attacks in which, if the first hit is successful, each subsequent hit is guaranteed to connect. Works because of **hitstun**.

CORNER The side of a stage. Cornering the opposing character is usually very valuable. Combatants backed into a corner have nowhere to backpedal and will be susceptible to corner-only **juggle combos** and **zoning** tactics. The wide-open center area between the corners is **midscreen**.

COUNTER This term generally may be applied to any tactic you use to foil the opponent's intentions. But it also refers to **Special Moves,** which only engage if they intercept or absorb an incoming attack.

COUNTER HIT A hit produced by an attack that strikes a combatant during the **startup frames** of their own attack (and usually during **active** frames as well, though not for all actions). Damage and **hitstun** will be higher than normal (in most cases, +2 is added to whatever the normal advantage would be on hit). Non-standard hitstun states like **crumples, slips,** and **staggers** may also occur.

CROSS ART Accomplished with ↓↘→ + MP MK. A Cross Art uses all three blocks of the **Cross Gauge** and causes the point character to tag directly into their partner's **Super Art**. The damage dealt is 100 added to the incoming character's Super. The incoming character becomes the new point character. Damage dealt to the enemy by a Cross Art is **unrecoverable**.

CROSS ART / CROSS ASSAULT CANCEL Attacks that are **Special cancelable** are also Cross Art / Cross Assault cancelable. The same restriction applies: Cross Art/Assault cancelable **normals** cannot be canceled into these actions during **Boost Combos**.

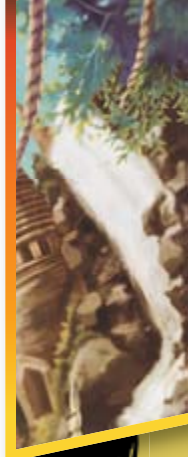
CROSS ASSAULT Accomplished with ↓↙←+ MP MK. A Cross Assault causes both teammates to attack simultaneously. The current point character is replaced by the previously-sidelined partner, of whom the player takes control. The previously-controlled point character is taken over by the A.I. for the duration of the Cross Assault. (If two players are assigned to the same team, both players control a character during the Cross Assault.) Resembles the Dramatic Battle modes of the *Street Fighter Alpha* series.

CROSS CANCEL Accomplished with → + HP HK while **blocking** an attack. One block of **Cross Gauge** is expended and the guarding animation is **canceled** into an action or attack. This attack is identical to a particular **EX Special Move** for most characters, though some characters have a unique or movement-oriented Cross Cancel. Note that Cross Cancels cannot score the knockout blow for a round. Similar to the Alpha Counters found in the *Street Fighter Alpha* series.

CROSS GAUGE A gauge at the bottom of the screen that indicates the stored power for each side. Split into three segments, which you might hear referred to as blocks, stocks, or bars. Blocks of the Cross Gauge are expended when using actions like **Switch Cancel**, **Cross Cancel**, **EX Special Moves**, **Super Arts**, and several team-oriented actions like **Cross Art** and **Cross Assault**. The Cross Gauge is built up by hitting the opponent or making them **block** attacks and by **whiffing** any non-**light** attacks. Some **Gems** alter the rate of Cross Gauge generation or expenditure. You'll likely hear players also call this the **super meter**, a holdover from older titles.

CROSS RUSH Accomplished by using a **Boost Combo** to chain into a **Launcher,** as in LP ▷ MP ▷ HP ▷ HP, or LK ▷ MK ▷ HK ▷ HK. If the Launcher connects after the Boost Combo, the victim will be **floated** upward as the current point character and sidelined fighter switch places. A **juggle** can usually be performed with the new character.

CROSS-UP A **jump-in** attack that crosses over the opponent's center, forcing them to **block** in the opposite direction. It can be difficult to block cross-ups consistently, especially if they're aimed ambiguously. So it's hard to tell which side the aggressor will land on until as late as possible. Cross-ups are also generally more difficult to **reverse** than regular jump-ins.



Glossary

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

CROUCHABLE HIGH A **high**-hitting attack that **whiffs** against **crouching** characters.

CROUCHING (OR CR.) One of several universal states that all characters share. Input any downward direction to make a character crouch. Crouching **normal moves** are performed by pressing punch or kick while crouching.

CROUCHING THROW A **throw** that only works against **crouching** targets.

CROUCH TECH Synonymous with **option select tech**, the practice of executing crouching LK with a command of ↓ + LP LK. May also produce a **throw escape** in addition to a crouching **normal** move.

CRUMPLE HITSTUN state caused by certain attacks in which the victim slumps slowly to the ground. They are vulnerable to continued hits as they fall over. Hit early during the crumple and foes will enter **standing hitstun**. Hit late during the crumple, and they'll be put into air hitstun. Crumples are slightly different against standing and **crouching** victims. Crumples are usually caused by landing certain attacks as **Counter Hits**.

CRUSH Describes a move that defeats a certain class of attacks. For example, the HP MK **Launcher** possessed by every character will crush all **crouching** attacks.

DAMAGE SCALING A limiting mechanic designed to keep **combos** from dealing too much damage. After the first two attacks in a combo, damage of the third attack degrades to 80% of normal, then each subsequent hit will degrade by 10% more, until a floor of 10% normal damage is reached. With rare exceptions, scaling is not based on the number of hits in any given attack but on the number of attacks. Two three-hit attacks back to back are subject to the same damage scaling as two 1-hit attacks back to back. Additional damage scaling applies to **normals** during **Boost Combos** (70%), to **Cross Rush Launchers** (50%), and to **Quick Combos** (90%).

DASH A quick movement accomplished by double-tapping left or right. Forward dashes are usually just called dashes. Backward dashes are usually just called **backdashes**. Forward dashes allow distance from the opponent to be quickly closed. Backdashes allow quick backpedaling and offer a very brief window of invulnerability (as in *Street Fighter IV*). **Super Charge** can be canceled by dashing.

DEEP Refers to a **jump-in** or **cross-up** that **strikes** the victim as low to the ground as possible. In other words, aiming for their feet instead of their head or torso.

DIAGONAL JUMP An angled **jump** accomplished by inputting ↗ or ↖. A diagonal **high jump** can be accomplished by tapping any downward direction right before any upward diagonal direction.

DISADVANTAGE The opposite of **advantage**. Assuming two characters each act as soon as possible after interacting (like after one attacks the other, forcing the attacker to undergo attack **recovery** and the defender to undergo **hitstun** or **blockstun**), the character at a disadvantage will act last.

EMPTY JUMP A **jump-in** performed without any kind of air attacks. Opponents will usually attempt to **block standing** to guard against jump-ins, so this leaves them open to immediate **low** attacks or **throws** after landing. The **landing frames** that follow an empty jump can be skipped by performing any action or moving in any direction.

EX SPECIAL MOVE A revved-up version of a **Special Move** accomplished by pressing two attack buttons during execution rather than just one (e.g. ↓↘→ + P P instead of just ↓↘→ + LP). Using an EX Special Move burns one block of **Cross Gauge**, although you can also accomplish EX Special Moves for free by using a **Super Charge** (e.g. ↓↘→ + LP, hold LP until character flashes yellow, then release LP).

FIERCE *Street Fighter* term for HP.

FIREBALL Generic term applied to any **projectile**.

FLOAT A state created by many moves, including **Launchers**, in which the victim is lofted off the ground and is susceptible to **juggle combos**. Can be used as a verb, as in "this move floats the opponent into juggle position."

FLOORED Term sometimes used to describe a character getting **knocked down**.

FOOTSIES Refers to dancing on the edge of effective range to out-position and out-**poke** the other character.

FOR FREE A guaranteed opportunity that lacks repercussions. For example, if Ryu or Ken **whiffs** a Shoryuken right in front of an attentive adversary, they can be punished "for free."

FORCE(S) STANDING Refers to attacks that force the victim into a **standing** state upon a successful hit. Using a move that forces standing in a **combo** allows you to follow with moves that would whiff against a **crouching** character.

FORWARD Refers to actions moving or directed toward the opponent's side of the screen. This guide assumes a character facing right, so forward is represented as →. For left-facing characters, reverse commands.

FORWARD *Street Fighter* term for MK.

FORWARD RECOVERY ROLL An alternative to simply **waking up** in place that can be performed after sustaining any **knockdown**. Hold → before rising to perform a forward recovery roll. Using forward rolls instead of rising in place can thwart your opponent's **okizeme** attempts, such as **meaty** attacks or **cross-ups** aimed against your neutral rising position. However, enemies who expect a forward roll may plan a **mix-up** aimed at the end of the roll instead.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

FRAME The game's unit of measurement for the passage of time. There are 60 frames per second. A move that has 15 frame **startup** is **active** in one-fourth a second; an attack that has 30 **recovery** frames takes half a second to recover. Frame data quantifies the minute but important differences between attacks.

FRAME ADVANTAGE/DISADVANTAGE See **advantage** and **disadvantage**.

FRAME TRAP Tiny, intentional gaps left in a **blockstring**, so the opponent has enough time to initiate the **startup** of an attack but not enough time for the attack to become **active** before they eat a **Counter Hit**.

GROUND BOUNCE A **hitstun** state in which the victim is bounced off the ground. While they are bouncing, they are vulnerable to continued **juggles.** Resembles the **Bound** (or "B!") mechanic found in ***Tekken 6***.

GROUNDED Refers to actions that take place on the ground, whether **standing** or **crouching.**

HANDOFF See **Switch**.

HARD KNOCKDOWN A knockdown that prevents the use of **quick recovery**. This gives the attacker more time to position and pressure the fallen victim upon their **wakeup**. **Forward recovery rolls** are still possible after a hard knockdown. Distinct from regular **knockdowns** and **sweep** knockdowns.

HEAVY The strongest type of **normal move** or attack. Accomplished by pressing HP or HK. Pressing HP HK together results in a **Launcher**.

HIGH ATTACK An attack that hits high and can be **blocked** both **standing** and **crouching**.

HIGH JUMP A **jump** performed by tapping any downward direction then any upward direction within 10 frames. The apex of the jump will be slightly higher than a normal jump, although landing **recovery** is slightly increased (from 4 frames to 7 frames) to compensate.

HIT An attack that strikes the opposing character when they are not **blocking**. Attacks that strike the opponent during the **startup** of their own attack are **Counter Hits**.

HIT-CONFIRM The act of verifying that initial attacks are working successfully before performing appropriate follow-ups. Vital to playing effectively and minimizing mistakes.

HIT THROW A **blockable** attack that begins with a **strike** before proceeding to a **throw** if the hit is successful and an extra command is input.

HITBOX A box or rectangle, invisible to the player, that dictates the area an attack will hit during its **active** period.

HITSTOP The brief but crucial pause that occurs anytime one character **strikes** another. Though exceptions abound, this is usually 8 frames for **light** attacks, 10 frames for **medium** attacks, and 12 frames for **heavy** attacks. Hitstop exists to impart a sense of power to connected attacks and to help regiment timing in **combos** and **blockstrings**.

HITSTUN The state in which a character has been struck by an attack and is stuck in a reeling animation. Follow-up attacks that strike while a character remains in hitstun result in a **combo**. No actions are possible during hitstun, although the duration of hitstun can be reduced by a few **frames** by holding a direction or inputting attacks right at the end.

HURTBOX The invisible box or rectangle that dictates where a character can be struck by the **hitboxes** generated by attacks. Each **standing** character has a hurtbox covering their head and shoulders, a hurtbox covering their torso and thighs, and a hurtbox covering their calves and feet. While **crouching,** the head and torso hurtboxes simply lower, covering the legs. While **jumping** or otherwise **airborne**, one hurtbox, similar in size to the head and torso hurtboxes combined, represents the whole fighter. During certain actions, various hurtboxes become invulnerable, whether to all attacks or to strikes, throws, or projectiles. Hurtboxes also extend along outstretched limbs for most attacks, in effect increasing the vulnerable area of a character. The highest-priority attacks create hitboxes without also extending a hurtbox, and the outstretched limb is in effect invulnerable.

INPUT PRIORITY The game's system of determining the outcome of inputs. Higher-strength buttons out-prioritize lower-strength ones, and kicks out-prioritize punches. An input of LP MP HK results in heavy kick.

INVULNERABLE Describes an attack or state as being immune to oncoming attacks. Some actions are immune only to particular things, such as being projectile, strike, or throw invulnerable, while some actions are completely invulnerable.

JAB Street Fighter term for LP.

JUGGLE Hitting the opponent repeatedly in the air while they are in a floating state. Characters are sent floating after Launchers and knockdown moves, though knockdowns offer different juggle opportunities afterward. The extent to which a target can be juggled while floating is dictated by juggle potential.

JUGGLE POTENTIAL The hidden value of each attack that determines its juggle capabilities. Attacks with higher juggle potential can juggle more times than attacks with lower juggle potential. Eventually juggle potential is used up and no further attacks can juggle. Juggle potential can be reset by using a Switch Cancel during a combo.

JUMP CANCEL Canceling a **normal move** with a **jump** or **high jump**. Very few normal moves can be jump canceled. Depending on the move, the jump cancel may be accomplished simply by holding up, or it may require an input of down then up.

JUMP-IN Aggressive jumping actions toward the opponent. A jump-in may be a jumping attack directed at the front of the enemy, a **cross-up** attack designed to force them to block the other direction, or an **empty jump** to make them worry about a jump-in attack when none is coming.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

JUMPING (OR J.) One of several universal states that all characters share. Jumps can be directed **backward**, **forward**, or straight up. Characters who are jumping cannot **block**. Jumping **normal moves** can be performed by pressing punch or kick buttons.

KARA CANCEL Term that refers to canceling an action *very* quickly after activation, such that it might not even animate. Certain properties of the first move may be carried forward to the second, such as momentum or extended range.

KICK Attacks accomplished with the use of legs and feet. Press any kick button to execute a kick attack.

KNOCKDOWN Occurs when a character is knocked off their feet and lands on their back. Differentiated from a **hard knockdown** in that **quick recovery** is possible for a knockdown victim. Characters who are **Counter Hit** while **jumping**, or who are hit with particular attacks, will be knocked down from the air. Most normal hits against aerial targets will just cause the victim to flip in mid-air, landing on their feet instead of getting knocked down. Except from **sweep** knockdowns, characters in the process of falling toward the ground during a knockdown are in a **floating** state and can be **juggled** with further attacks.

LANDING FRAMES In addition to the **pre-jump frames** that precede **jumps** and **high jumps**, **landing recovery** frames occur upon touching down from an **airborne** period. This landing period is 4 frames after jumps and 7 frames after high jumps. Landing frames can be interrupted with other actions (including **blocking**) *only* if no actions were performed while jumping. If an attack was performed before landing, the landing frames cannot be canceled.

LAUNCHER Accomplished with HP HK. A connected Launcher will **float** the victim up into the air while simultaneously swapping out the current point character. Launchers can also be accomplished by performing a **Boost Combo** into a **Cross Rush** (for example, LP ▷ MP ▷ HP ▷ HP).

LIGHT The weakest type of **normal move**. Accomplished by pressing LP or LK. Pressing LP LK results in a **throw** attempt (or a **throw escape**).

LINK A **combo** that results from allowing one attack to fully **recover** before performing the next, rather than **canceling** attacks one into the other.

LONG RANGE The range at which both characters are facing off from full-screen distance. Strategies usually involve building up the **Cross Gauge**, **zoning** with **projectiles**, or finding a way to approach to play a **close range** game.

LOW ATTACK An attack that hits low and must be **blocked crouching**. If a **standing** block is attempted, the low attack will not be blocked.

LOWER BODY Refers to the leg **hurtbox** on a character. Used primarily to refer to noteworthy move properties. For example, during some **standing normal moves** the user is briefly considered **airborne**, and the lower body hurtbox disappears. In effect, this gives this kind of attack lower body **invulnerability**.

MASHING Rapid repetitions of an input. In some cases, this is required to trigger a **Special Move**. Can also refer to random, spammy gameplay that lacks premeditation.

MEATY An attack that strikes late during its **active** period is said to strike "meaty." The frame data in this guide assumes an attack strikes on the first possible active frame. Striking during later frames of active shaves time off the **recovery** period. This allows **links** and setups that aren't otherwise possible.

MEDIUM The middling **normal move**, neither **light** nor **heavy**. Accomplished by pressing MP or MK. MP MK is used for various team-oriented actions, like **Cross Art**, **Cross Assault**, and **Pandora**.

MID ATTACK An attack that must be **blocked standing**. If **crouching** block is attempted, the mid attack will not be blocked. Almost all **jumping normal moves**, and many **grounded** normals, **unique attacks**, and **Special Moves**, are mids. These are sometimes called **overheads**, a holdover from *Street Fighter*.

MID RANGE The range at which characters can both threaten each other on the ground from the tips of their ranges and with **jump-ins** and **projectile** attacks.

MIDSCREEN The portion of the playing field away from the **corner**. **Juggle** possibilities and the ins-and-outs of the **zoning** game differ midscreen than from near corners.

MIX-UP Forcing the opponent to worry about dealing with multiple incoming threats, which lowers their odds of picking the right "out." For example, following a **hard knockdown** by making the opponent deal with either a **throw**, **meaty poke**, or **cross-up** during their **wakeup**.

MULTI-THROW A transplant from the *Tekken* series, these are multi-stage **Special Move throws**.

NAKED Refers to an attack that is usually used in concert with other attacks (often for purposes of **hit confirming**), but occasionally might be used alone. For example, a naked **Super Art** would be one used outside of a **combo**.

NEGATIVE EDGE Refers to using button *release* to trigger attacks. For example, performing a motion of ↓↙← then releasing P to produce a Hadoken.

NEUTRAL Refers to an idling state where a character is not receiving any input and is ready to perform an action. Also refers to returning the joystick or directional pad to the center. Notated with **N**.

NORMAL HIT A hit produced by an attack that strikes a combatant while they are not engaged in the **startup** of their own attack. Damage and **hitstun** produced are the normal value.

NORMAL MOVE The basic attacks that make up the foundation of each character's arsenal. Press any punch or kick button to produce a normal move. Normal moves differ depending on a character's state—**standing** (st.), **close** (cl.), **crouching** (cr.), or **jumping** (J.). Normal moves can be **canceled** into one another via **Boost Combos**. Many normal moves can also be canceled into **Special Moves**, **Super Arts**, and team-oriented actions.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

OKIZEME Japanese term that refers to the game of pressing the advantage against a foe **waking up** after they are **knocked down**.

ON BLOCK Refers to the outcome or **frame advantage** created when an attack is **blocked**, as in "crouching HK is -17 on block, leaving the user very **unsafe**."

ON HIT Refers to the outcome or **frame advantage** created when an attack hits, as in "crouching HK causes a **hard knockdown** on hit."

OPTION SELECT A sequence of inputs that covers more than one outcome. For example, performing **crouching light kicks** with cr.LP LK instead of just cr.LK . Because of how **input priority** works, cr.LP LK just produces a crouching light kick, but it may *also* result in a **throw escape** if the enemy happens to go for a **throw** then.

OVERHEAD Synonymous with **mid attack**. Must be **blocked standing**.

PANDORA A last-gasp mechanic, possible only when the **point character** has less than 25% vitality, in which the point character sacrifices their involvement in the battle in order to power up their partner's attacks by 15% for a brief period of time. The character powered up by Pandora also has infinite **Cross Gauge**. But if they fail to defeat the other side in seven seconds or less, or if the match times out, a loss is automatic.

PLINK An advanced execution technique that involves hitting the button for the preferred attack, then a lower-strength button exactly 1 frame later. The game ends up interpreting this as presses on consecutive frames of the preferred attack, which can greatly increase the success rate of **link combos**.

POINT CHARACTER The teammate currently onscreen being controlled.

POKE A quick, relatively safe, or high **priority** attack used to control space in front of your character and to fish for hits against the opponent.

PRE-JUMP FRAMES The period after a **jump** or **high jump** input is registered but before the jumping character actually leaves the ground and becomes **airborne**. Most characters have 4 pre-jump frames, but certain throw-centric characters (Hugo, Kuma, and Zangief) have 7 pre-jump frames.

PRIORITY The likelihood that one attack will beat out another. Determined by the size of an attack's **hitbox** compared to the **hurtbox**, along with any extra properties an attack has, such as **projectile** or **strike invulnerability**. Invulnerable attacks can be thought to have absolute priority.

PROJECTILE A ranged attack that is a distinct object, separate from the user. Classic *Street Fighter* attacks like Hadokens are projectiles, but now some *Tekken* characters have projectiles too, like Jin's Penetrating Fist. Certain attacks that seem like **strikes** are actually projectiles, like Zangief's Banishing Flat. When projectile-type attacks meet, the attack with more projectile hit points (usually this is the same as the number of hits of the projectile attack, though this isn't universal) wins out, destroying the lesser projectile attack. **Projectile invulnerable** attacks will pass through projectiles as if they weren't there. Projectiles often are just called **fireballs**.

PROJECTILE INVULNERABLE See **invulnerable**.

PUNCH Attacks accomplished with the use of fists. Press any punch button to execute a punch attack.

PUNISH Taking advantage of an obvious mistake, such as a **whiffed** attack that has a considerably long **recovery** period.

QUICK COMBO An automatic combo accomplished by inputting LP HK or LK HP . Expends one block of **Cross Gauge**. Attacks in a Quick Combo are **damage scaled** to 90% normal damage.

QUICK RECOVERY Recovering from a **knockdown** immediately upon hitting the turf. Accomplished by either tapping down or pressing any two buttons together just as your character lands. Useful to stop the opponent from gaining too much momentum or position advantage during the knockdown. **Hard knockdowns** prevent quick recovery.

RECOVERABLE DAMAGE Most attacks deal some permanent damage to the **Vitality Gauge** while also inflicting a bit of recoverable damage. Recoverable damage refills over time when one partner is tagged out. It can also be refilled through the use of **Cross Assault**. **Super Arts** and **Cross Arts** do not leave recoverable damage.

RECOVERY The later period of an attack, after **active**, during which a move is retracting. The user cannot act again until recovery ends and another **neutral** period is reached. When **canceling** is used, recovery is skipped altogether.

RESET Intentionally ending a **combo** in a confusing manner in an attempt to start another combo right back up. Used to avoid the effects of **damage scaling**.

REVERSAL A **Special Move** or **Super Art** timed to occur on the first possible **frame** after your character **recovers** from **hitstun**, **juggles**, and **knockdowns**. Can also refer to moves generally used to counter the enemy's actions.

ROUNDHOUSE *Street Fighter* term for HK .

SAFE An attack or action that doesn't leave the user open to punishment if unsuccessful. The opposite, of course, is **unsafe**.

SAFE JUMP An **okizeme** technique that involves timing a **jump-in** attack against a rising opponent to **strike** just as they wake up but before their earliest **reversal** attack can hit.

SHORT *Street Fighter* term for LK .

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

SPECIAL CANCEL Canceling a **normal move** with a **Special Move**. Moves that are **Special cancelable** are only cancelable into **EX Special Moves** when used in **Boost Combos**.

SPECIAL MOVE Special moves are attacks accomplished by inputting a particular motion then pressing an attack button. For the classic example, see Ryu's Hadoken, which is performed by rolling ↓↙←↓↙← and then pressing any punch button.

SPECIAL MOVE THROWS Throws accomplished, like **Special Moves**, by performing a directional command before a button input. For example, →↘↓↙←↖↑↗→ + HP for Zangief's Spinning Piledriver. Special Move throws have advantages over normal throws: they're usually faster to activate, and they cannot be **throw escaped**.

SPIKE A hit effect that resembles a **ground bounce** but leads to different **juggle** opportunities. Instead of placing the victim into the ground bounce state, spike attacks leave them **floating** at low altitude.

STAGGER A special hit state created by certain attacks in which the victim doubles over but does not completely lose their footing.

STANDING (OR ST.) One of several universal states that all characters share. A character who is either idling or **walking backward** or **forward** is in a standing state. Standing **normal moves** can be performed by pressing punch or kick.

STANDING THROW A **throw** that only works against **standing** targets.

STARTUP The duration leading up to and including the first **active frame** of an attack and is measured in frames. Having faster startup is usually better, for obvious reasons.

STRIKE Physical attacks. Most attacks are strikes. Strikes have a **hit level**, which dictates how they must be **blocked**—**low** attacks can only be blocked **crouching**, while **mid** attacks can only be blocked **standing**. **High** attacks can be blocked either way. Successful strikes place the target into **hitstun**. Some actions and attacks are **strike invulnerable**, making incoming strikes harmless.

STRIKE INVULNERABLE See **invulnerable**.

STRING Another name for a canned sequence of attacks. Depending on the game and context, they sometimes are also called **Boost Combos**, **chain combos**, or **target combos**.

STRONG *Street Fighter* term for MP.

STUMBLE A special hit state created by certain attacks in which the victim loses their footing while standing.

SUPER ART A solo attack that exceeds the power of even **EX Special Moves**. Super Arts are accomplished by inputting a motion followed by either all three punches or all three kicks, depending on the Super Art. Super Arts expend two blocks from the **Cross Gauge**. (Super Arts can be performed without using any Cross Gauge by performing a full **Super Charge**, too.)

SUPER CANCEL Some moves can be interrupted by canceling them into a **Super Art**. These moves can be useful for **hit confirming** into Super Arts, therefore spending **Cross Gauge** efficiently instead of simply guessing or waiting for a **punish** chance. As with **EX Special Moves**, attacks that are Super cancelable are still Super cancelable during **Boost Combos**.

SUPER CHARGE An action performed by inputting certain **Special Moves** then holding down the button used for Special Move activation. For most characters, this is just one Special Move in particular. As an example, Ryu's ↓↙←↓↙← + P Hadoken can be Super Charged by holding down P. Charge until the yellow flash before releasing for an **EX Special Move** that doesn't expend **Cross Gauge**; charge until forced release for a free **Super Art**. A Super Charge can be canceled by **dashing** at any time before release.

SUPER CHARGE CANCEL Beginning a **Super Charge** then **canceling** the charge by **dashing** before releasing the button. To grant automatic **Counter Hit** status to your next attempted attack, charge until at least the yellow flash before dash canceling a Super Charge. May be called **charge cancel**.

SUPER METER Synonym for **Cross Gauge**.

SWEEP An attack that sends the enemy into a **hard knockdown** while also preventing any further **combos/juggles**. For most characters, **crouching** HK is a sweep. Certain other **normal moves** and **Special Moves** also create sweep knockdowns.

SWITCH The most direct, cost-free method for replacing the current point character for the one on the sidelines. Accomplished by inputting MP MK. Other actions can also swap characters—**Cross Rush**, **Cross Assault**, and **Switch Cancel**—but these all have more stringent requirements than simply pressing the medium-strength buttons together.

SWITCH CANCEL Pressing MP MK during an attack to **Switch** characters mid-**strike.** Can be done on hit or on block and expends one stock of **Cross Gauge**. When used during **juggle combos**, Switch Cancels reset **juggle potential**, giving the incoming character a clean opportunity to continue the combo. May also be called **tag cancels**.

TAG See **Switch**.

TAUNT An appeal action performed by pressing BACK or SELECT during a match.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

TECHNICAL A generic term that refers to escape mechanics. **Throw escapes** are often called "tech throws" or simply "techs." **Quick recovery** and **forward recovery rolls** after **knockdowns** are often also called "techs" or "tech rolls."

TELEPORT An **invulnerable** warping movement technique used by several characters, including Akuma and M.Bison.

THROW An **unblockable** attack designed to crack defenses and scare passive opponents. Accomplished with ⇨ or N or ⇦ + LP LK. The throw target can also **throw escape** by inputting LP LK within 5 frames of the beginning of the throw. **Special Move throws** require a more involved motion and cannot be escaped. **Standing throws**, **crouching throws**, and **air throws** are throws that only work against targets in certain positions. **Hit throws** are actually **strikes** that can transition into throw follow-ups on hit.

THROW ESCAPE An evasive action that negates all of the damage from an incoming throw and resets the situation. Accomplished by pressing LP LK within 12 frames of the opponent also pressing LP LK or within 5 frames of when their throw connects with your character. Note that **Special Move throws** cannot be escaped.

THROW INVULNERABLE See **invulnerable**.

TICK A quick **poke** used to hold the opposing character in place and to create the expectation of more incoming quick attacks. The tick can be followed by a **throw** or **mix-up** attempt.

TIGER KNEE Refers to a motion that ends in ⇗ or ⇖, as Sagat's Tiger Knee required in ***Street Fighter II***. There are few moves that require tiger knee motions. Rather, tiger knee motions can sometimes be used to perform **aerial Special Moves** at particularly low altitudes.

TIMER The clock ticking away at the top-center of the screen. When the timer reaches zero, the team with a larger percentage of vitality gauge remaining (***not*** counting **recoverable damage**) is declared the victor. Note that while **cinematic freeze** stops the actions of the characters onscreen, it does ***not*** stop the timer.

UNBLOCKABLE An attack which cannot be **blocked**. **Throws** are unblockable, as are some **Special Moves**.

UNIQUE ATTACK Attacks or actions that require a directional press. They're more involved than **normal moves**, but they don't require a sequence, so they're not as complicated as **Special Moves**. Called **command moves** in other ***Street Fighter*** games.

UNSAFE An action or attack that leaves the user vulnerable to counterattack if unsuccessful.

UPPER BODY Refers to the head and torso **hurtboxes** for a character. Typically used when identifying noteworthy move properties. For example, to help them get around the **projectiles** of ***Street Fighter*** characters, many ***Tekken*** fighters have moves that have upper body projectile **invulnerability**. Only projectiles traveling low enough to the ground to hit feet will stop these kinds of moves.

VERIFICATION See **hit-confirm**.

VERTICAL JUMP A **jump** aimed straight up. Accomplished by inputting ⇧. **High jump** straight up by tapping any downward direction then ⇧.

VITALITY GAUGE The gauge at the top of the screen that indicates how much stamina the combatants have remaining. When this is depleted for any character, their side loses. A small amount of damage received is **recoverable damage** and is regenerated quickly when a character rests on the sidelines. Any remaining recoverable damage vanishes if the character is **Switched** back in early.

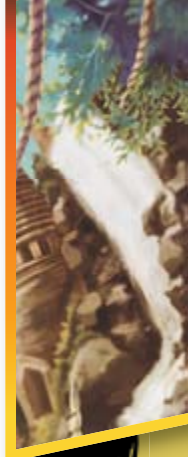
WAKEUP The process of rising from a **knockdown**. Getting knocked down puts a character at a significant disadvantage. The aggressor gets to reposition and perhaps set up an ideal **mix-up** against a character as they rise. Pressing the advantage against a character waking up is called **okizeme**.

WALKING The simplest, but usually slowest, method of movement. Accomplished by simply holding **forward** or **backward**. Holding backward to walk backward also doubles as **standing block**.

WALL BOUNCE Special **hitstun** state in which the victim is bounced off the wall. Wall bounces have been in several Capcom games before, such as ***Street Fighter III: Third Strike*** and the ***MvC3*** series. But here, wall bounces are more of a nod to ***Tekken***, with the importance of maximizing "wall splat" opportunities near stage edges.

WHIFF An attack that misses, whether deliberately (like when whiffing attacks to build **Cross Gauge**) or unintentionally (as when whiffing with a **poke** or **anti-air**).

ZONING Keeping an opponent in an area of the playing field that is beneficial to your character and hopefully detrimental to theirs.





©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



Game Modes

ARCADE

As usual, *Street Fighter X Tekken* is packing Arcade mode. Here you'll select your combatants, difficulty, number of rounds, timer length, and whether fight request is on. With fight request on, online players can break into your Arcade mode quest and challenge you to a fight at any time!

As a clear example of the *Tekken* influence, this game is jam-packed with CG cinemas that show each tag team setting out for Antarctica, each hoping to discover Pandora first! When playing Arcade mode, you'll get special intros, endings, and rival battles by winning with canon teams. If you mix and match teams, you will receive a more generic ending and a title-card ending for the character with whom you K.O. the last boss. But you won't enter into rival battles, and you won't see the CG outcome of your labor. Akuma and Ogre don't have teammates. To view their endings, just pick them as your first character and make sure they land the winning blow at the end.

VERSUS

In Versus mode, you can set up matches to play with your friends, or you can play against the computer…or you can even set the computer to play against itself. Players have up to four slots between the two teams—if you have three friends, four controllers, and either a console with enough USB ports or a USB hub, you can have an all-out war with four people at once and in two different ways.

Regular fights can be had with 2 on 2 teams. Each person picks their character, Gem set, and handicap. Once battle begins, you'll only control your character whenever they are on the screen. When your teammate's character is on screen, yours will be resting on the sidelines and regenerating recoverable vitality. There will doubtlessly be numerous hilarious, gripping, and clutch moments arising from matches played with four friends, not to mention the potential for unique and exciting 2 on 2 tournaments!

You can also engage in Scramble Battle in Versus mode, an exciting and chaotic mode in which *all four* characters are active simultaneously! It's like a *Street Fighter Alpha* Dramatic Battle going both ways! You might get sandwiched between both enemies, stuck in an essentially infinite combo, and have to hope for your teammate to save you. Or you might have to come to the aid of your harried partner. One of you might rush in to occupy the opposing characters while the other throws projectiles from full screen!

Street Fighter teams

Akuma	(no teammate)
Balrog	Vega
Chun-Li	Cammy
Dhalsim	Sagat
Guile	Abel
M.Bison	Juri
Poison	Hugo
Rolento	Ibuki
Ryu	Ken
Zangief	Rufus

Tekken teams

Asuka	Lili
Heihachi	Kuma
Hwoarang	Steve
Jin	Xiaoyu
Julia	Bob
Kazuya	Nina
King	Marduk
Ogre	(no teammate)
Paul	Law
Yoshimitsu	Raven

SWITCH CANCELING WITH A TEAMMATE

When team-playing with a friend, the player whose character is waiting on the *sidelines* must initiate Switch Cancels to tag mid-combo! The person playing the current point character can Switch as normal to tag out while not doing anything else, but they *cannot* initiate Switch Cancels! This means that significant coordination is required between human teammates. If you are using your point character and your teammate makes a Switch Cancel in a bad spot, they'll waste Cross Gauge and prevent the two of you from maximizing opportunities, and they'll also possibly hand free punish opportunities to the other team! Like Eisenhower said, "plans are useless, but planning is indispensable." Make sure your teammate knows what "trigger" spots are ideal to tag away from your character to theirs, and have the same consideration for them when they're running point!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

ONLINE PLAY

No game is complete today without robust online options. You can play 1 on 1 battles against opponents, either ranked or casually, where you both control both of your characters. Or you can grab a friend and have them right by your side as you take on the online play together. Remember: coordinate your Switch Cancels! Finally, you can even play Scramble Battle or—for the first magical time—*Training mode* online!

TRAINING

A good Training mode is indispensable, and *Street Fighter X Tekken* is packing the tools you need to brush up on strategy, tactics, and combos in between matches, tournaments, and online sessions. Perhaps the most important feature of Training mode is found under dummy settings. Toggle "opponent actions" over to "record" and you'll be able to set the training dummy to do whatever you want for up to *100 seconds!* When testing yourself against specific situations, keep recording clips concise or they have a tendency to get unwieldy and produce unexpected results.

Don't just use Training mode as a place to practice combos. The most value you can get out of Training mode is to simulate match settings in a calm environment, so when you're actually facing down a human opponent, you'll know what to do. It's valuable to use the "random block" setting for the dummy, so you can force yourself to practice hit-confirming your combos. Avoiding combos that are unsafe when blocked is more important than practicing the best combos, so you don't do them mindlessly when the opponent isn't letting you get a hit!

You can also set the dummy to quick recover or roll forward after knockdowns. This can help you practice follow-up pressure on opponents after you *do* score a combo or knockdown. By setting knockdown recovery to "random," you can also practice adjusting on the fly, such as when you're preparing to set up pressure when expecting your opponent to rise a certain way, but they do something unexpected instead.

In short, don't use Training mode just to hit a dummy: practice with a purpose! And it's finally possible to play in Training mode *online* with a friend! The value you can get from this is exceptional, especially if you have a solid training buddy and a good internet connection between you.

CHALLENGE

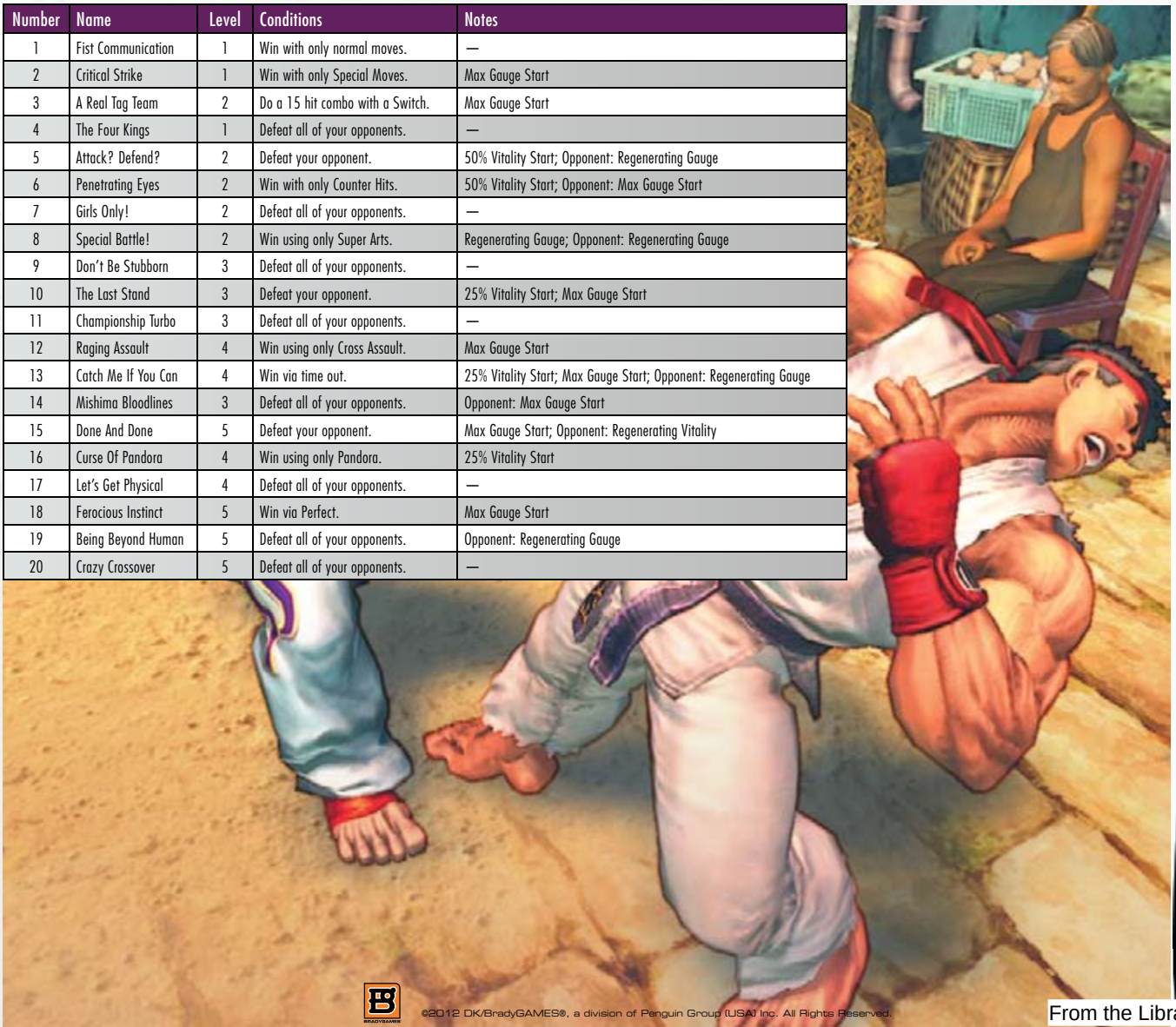
Challenge mode features 20 Trials for every character, 20 single-player Missions ranging from challenging to wacky, and 20 Tutorial courses administered by the grandmaster himself, Dan Hibiki!

Approximately the first ten Trials for a given character just ask you to perform some of their crucial moves and perhaps a link combo or two involving normal attacks. Roughly the last ten Trials involve combos, ranging from relatively simple jump-in combos to complex and situational combos that require precise positioning and timing. The Trial mode isn't clear about situational factors. There is simply a list of moves, and you're to string them together somehow. We've compiled all of the Trials (that aren't simply "throw a Hadoken") in each character's Combo Appendix here, using the notation consistent throughout this guide. This should be helpful in guiding you to completion of all the Trials. Our Combo Appendix breakdowns will tell you if moves should be strung together as links, or cancels, or if a combo requires a cornered opponent, and so on.

Dan's Tutorials are a must-play for anyone just starting out with *Street Fighter X Tekken*. In fact, the game will prompt you to try them the first time you boot it up! If you have the 20 or 30 minutes it will take to complete the Tutorials, we recommend you do so. There's nothing like "learning by doing," and you'll be able to jump into the shallow end of the pool at first, taking tips from the man in the pink karate gi.

Missions:

Number	Name	Level	Conditions	Notes
1	Fist Communication	1	Win with only normal moves.	—
2	Critical Strike	1	Win with only Special Moves.	Max Gauge Start
3	A Real Tag Team	2	Do a 15 hit combo with a Switch.	Max Gauge Start
4	The Four Kings	1	Defeat all of your opponents.	—
5	Attack? Defend?	2	Defeat your opponent.	50% Vitality Start; Opponent: Regenerating Gauge
6	Penetrating Eyes	2	Win with only Counter Hits.	50% Vitality Start; Opponent: Max Gauge Start
7	Girls Only!	2	Defeat all of your opponents.	—
8	Special Battle!	2	Win using only Super Arts.	Regenerating Gauge; Opponent: Regenerating Gauge
9	Don't Be Stubborn	3	Defeat all of your opponents.	—
10	The Last Stand	3	Defeat your opponent.	25% Vitality Start; Max Gauge Start
11	Championship Turbo	3	Defeat all of your opponents.	—
12	Raging Assault	4	Win using only Cross Assault.	Max Gauge Start
13	Catch Me If You Can	4	Win via time out.	25% Vitality Start; Max Gauge Start; Opponent: Regenerating Gauge
14	Mishima Bloodlines	3	Defeat all of your opponents.	Opponent: Max Gauge Start
15	Done And Done	5	Defeat your opponent.	Max Gauge Start; Opponent: Regenerating Vitality
16	Curse Of Pandora	4	Win using only Pandora.	25% Vitality Start
17	Let's Get Physical	4	Defeat all of your opponents.	—
18	Ferocious Instinct	5	Win via Perfect.	Max Gauge Start
19	Being Beyond Human	5	Defeat all of your opponents.	Opponent: Regenerating Gauge
20	Crazy Crossover	5	Defeat all of your opponents.	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Tutorials:

Number	Concept	Description
1	Normal Moves	Learn the basics of battling, starting with fundamental punches and kicks.
2	Standing Block	Learn how to defend against attacks using standard blocks.
3	Crouching Block	Learn how to defend against attacks using crouching blocks.
4	Mid-Hitting Moves	Learn how to use mid-hitting moves to get around crouching blocks.
5	Normal Throws	Learn how throws can be used to get around all types of blocks.
6	Throw Escapes	Learn how to escape throws to avoid unnecessary damage.
7	Switching	Learn how to switch between your active character and your reserve character.
8	Launchers	Learn about Launchers, the attacks that send opponents flying into the air.
9	Boost Combo & Cross Rush	Learn how to chain together normal moves to create a Boost Combo and Cross Rush.
10	Special Moves	Learn how to input various commands to unleash powerful Special Moves.
11	EX Special Moves	Learn about EX Special Moves, which are significantly more powerful than regular Special Move.
12	Super Arts	Learn about Super Arts, which are even more powerful than EX Special Moves.
13	Super Charge	Learn how the Super Charge technique can strengthen regular attacks.
14	Cross Arts	Learn about Cross Arts, a punishing series of attacks using both characters.
15	Cross Assault	Learn how to attack with both of characters at the same time, using the devastating Cross Assault.
16	Cross Cancel	Learn how to attack even while blocking using a Cross Cancel.
17	Pandora	Learn how to control the power of Pandora when the chips are stacked against you.
18	Assist Gem	Learn how Assist Gems can help you in a pinch during battle.
19	Boost Gem	Learn how Boost Gems can considerably strengthen your characters.
20	Quick Combo	Learn how to unleash Quick Combos, which can be assembled before a match begins.

CUSTOMIZATION & GEMS

Characters are more customizable than they've ever been in a Capcom game. Between custom color palettes, Quick Combos, and Gems, there are more options than ever to differentiate your Rolento from your friend's Rolento. In terms of actual gameplay, Gems is the most powerful customization option by far.





The Gem system is a unique feature of *Street Fighter X Tekken* that lets you customize your characters to suit your play style. Gems are displayed near the Cross Gauge, with the active character's Gems displayed on top and the sidelined character's Gems displayed underneath. Gems come in six categories: Attack, Defense, Speed, Cross Gauge, Vitality, and Assist. Each of these categories is associated with a color in which your character will glow if the Gem is active. Each Gem (excluding Assist Gems) has an activation condition before its primary effect can be utilized. For example, Immense Power Lv.1 can be selected with an activation condition of "Connect with 5 normal moves." After connecting with 5 normal moves, your character will glow red and have an attack power increase of 10%, which lasts 20 game seconds. After the Gem's duration has passed, the Gem will dim and will no longer be usable until the next round, even if its activation condition is met again. Certain Gems also have secondary effects when activated, which can be positive or negative depending on the Gem. Several Gems can be active at once, and multiple Gems that have the same primary effect can be stacked. Activating two different Gems that both have the primary effect of +10% defense will result in a +20% boost, while activating a Gem that grants +10% defensive and another that grants +20% defense results in a boost of +30% defense total!





©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Gems can be equipped for many different purposes depending on the character, player, and gameplan. Players who are offense-oriented can stack multiple Attack Gems to complement their style of play. Other players might create a balanced set of Gems to cover multiple situations that arise in a match. You can also equip Gems to make up for deficiencies that a character may have (such as using a Divine Speed Gem to help mobilize Heihachi) or complement a character's strengths (such as using an Immense Power Gem to make Kazuya's combos even more destructive). You should also consider the opposing characters when picking Gems. You might want to equip Fortitude Lv.1 (activation condition: get hit by an EX Special Move) against Rufus to reduce the effectiveness of his EX Messiah Kick, one of his most effective attacks.





Note that all Gems reset between rounds. In addition, a Gem's active timer does not freeze if a character is sidelined. Don't waste the Gem timer on a character who is not currently in play!

Attack Gems

Boost Gem Name	Slots	Primary Effect	Secondary Effect	Time	Activation Condition
Immense Power Lv.1	1	Attack + 10%	—	20	Connect with 5 normal moves
Immense Power Lv.1	1	Attack + 10%	—	20	Connect with 3 Special Moves
Immense Power Lv.1	1	Attack + 10%	—	20	Get hit by 2 Special Moves
Immense Power Lv.1	1	Attack + 10%	—	20	Your partner connects with a Launcher
Immense Power Lv.1	1	Attack + 10%	—	20	Block 5 attacks
Immense Power Lv.1	1	Attack + 10%	—	20	Have 4 of your attacks blocked
Immense Power Lv.1	1	Attack + 10%	—	20	Perform a Cross Cancel
Immense Power Lv.2	1	Attack + 20%	Movement speed -10%	15	Connect with 10 normal moves
Immense Power Lv.2	1	Attack + 20%	—	15	Connect with a Launcher
Immense Power Lv.3	1	Attack + 30%	—	10	Activate Pandora Mode

These Gems are designed to increase the offensive capabilities of your character. Immense Power Gems increase the damage of your attacks by a certain percentage depending on the level of the Gem. Using an activation condition that is offense-oriented (such as connecting with normal moves or Special Moves) will rapidly reduce your opponent's vitality. Combine these Gems with Defense Gems to create a well-balanced fighter.

Defense Gems

Boost Gem Name	Slots	Primary Effect	Secondary Effect	Time	Activation Condition
Iron Wall Lv.1	1	Defense +10%	—	20	Connect with 5 normal moves
Iron Wall Lv.1	1	Defense +10%	—	20	Get hit by 4 normal moves
Iron Wall Lv.1	1	Defense +10%	—	20	Perform a Cross Cancel
Iron Wall Lv.1	1	Defense +10%	—	20	Get hit by 2 Special Moves
Iron Wall Lv.1	1	Defense +10%	—	20	Block 5 attacks
Iron Wall Lv.2	1	Defense +20%	Attack -10%	15	Get hit by 8 normal moves
Iron Wall Lv.2	1	Defense +20%	Attack -10%	15	Get hit by 3 Special Moves
Iron Wall Lv.3	1	Defense +30%	—	10	Your opponent activates Pandora Mode
Fortitude Lv.1	1	Damage Reduction +100	—	20	Get hit by 4 normal moves
Fortitude Lv.1	1	Damage Reduction +100	—	20	Connect with 3 Special Moves
Fortitude Lv.1	1	Damage Reduction +100	—	20	Get hit by 2 Special Moves
Fortitude Lv.1	1	Damage Reduction +100	—	20	Perform a Cross Cancel
Fortitude Lv.1	1	Damage Reduction +100	—	20	Your partner connects with a Launcher
Fortitude Lv.1	1	Damage Reduction +100	—	20	Get hit by an EX Special Move
Fortitude Lv.1	1	Damage Reduction +100	—	20	Get hit by a 5 hit combo
Fortitude Lv.1	1	Damage Reduction +100	—	20	Block 5 attacks
Fortitude Lv.1	1	Damage Reduction +100	—	20	Have 4 of your attacks blocked
Fortitude Lv.3	1	Damage Reduction +160	—	10	Activate Pandora Mode

These Gems can increase your defense by a certain percentage or cut the damage of incoming attacks by a certain amount. The Iron Wall Gem increases your defense by a certain percentage while active, cutting the damage you take from your opponent's attacks. Fortitude Gems act as a vitality shield, causing you to incur no damage until the amount of damage reduction is depleted. You can use these Gems with an activation condition of getting hit by normal moves to decrease combo damage, making your opponent work harder for their win. Combining these with Vitality Gems can make high vitality characters such as Hugo or Marduk difficult for opponents to take down.

Speed Gems

Boost Gem Name	Slots	Primary Effect	Secondary Effect	Time	Activation Condition
Divine Speed Lv.1	1	Speed + 10%	—	20	Connect with 5 normal moves
Divine Speed Lv.1	1	Speed + 10%	—	20	Get hit by 4 normal moves
Divine Speed Lv.1	1	Speed + 10%	—	20	Connect with 3 Special Moves
Divine Speed Lv.1	1	Speed + 10%	—	20	Connect with a Launcher
Divine Speed Lv.1	1	Speed + 10%	—	20	Your partner connects with a Launcher
Divine Speed Lv.1	1	Speed + 10%	—	20	Land a Counter Hit
Divine Speed Lv.1	1	Speed + 10%	—	20	Block 5 attacks
Divine Speed Lv.2	1	Speed + 15%	Defense -8%	15	Connect with 10 normal moves
Divine Speed Lv.2	1	Speed + 15%	Defense -8%	15	Connect with 4 Special Moves
Divine Speed Lv.3	1	Speed + 20%	—	10	Activate Pandora Mode

These Gems increase your overall speed when activated. Divine Speed Gems increase your overall speed by a certain percentage. You can use these Gems to make a character like Vega move at turbo speed or help a sluggish brawler such as Kuma become more agile. Try stacking multiple Divine Speed Gems for a significant speed boost!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Cross Gauge

Boost Gem Name	Slots	Primary Effect	Secondary Effect	Time	Activation Condition
Onslaught Lv.1	1	Cross Gauge Acquisition +20%	—	20	Connect with 3 Special Moves
Onslaught Lv.1	1	Cross Gauge Acquisition +20%	—	20	Land a reversal
Onslaught Lv.1	1	Cross Gauge Acquisition +20%	—	20	Have 4 of your attacks blocked
Onslaught Lv.2	1	Cross Gauge Acquisition +40%	—	15	Connect with a Launcher
Onslaught Lv.2	1	Cross Gauge Acquisition +40%	—	15	Your partner connects with a Launcher
Proficiency Lv.1	1	Cross Gauge Usage Reduction +10%	—	20	Connect with 5 normal moves
Proficiency Lv.1	1	Cross Gauge Usage Reduction +10%	—	20	Get hit by 4 normal moves
Proficiency Lv.1	1	Cross Gauge Usage Reduction +10%	—	20	Connect with 3 Special Moves
Proficiency Lv.1	1	Cross Gauge Usage Reduction +10%	—	20	Get hit by 2 Special Moves
Proficiency Lv.3	1	Cross Gauge Usage Reduction +40%	—	10	Activate Pandora Mode

When activated, these powerful Gems affect the amount of Cross Gauge acquired or used. Onslaught Gems increase the amount of Cross Gauge gained, and the percentage gained is dependent upon the level of the Gem. Alternatively, Proficiency Gems reduce the amount of Cross Gauge used. These Gems go well with characters who are particularly effective with a large amount of Cross Gauge to use, such as Yoshimitsu or Rufus. Stack Onslaught Gems and Proficiency Gems to maximize the amount of Cross Gauge available! Perhaps most interestingly, stacking these Gems can allow for extra Switch Cancel juggles beyond the amount you'd normally get with only three blocks of meter. With a Gem combo that both cuts Cross Gauge consumption and increases the rate at which meter builds, you might be able to work four or more Switch Cancels into one combo, juggling a hapless victim between your characters since juggle potential is continually reset!

Vitality Gems

Boost Gem Name	Slots	Primary Effect	Secondary Effect	Time	Activation Condition
Life Force Lv.1	1	Vitality Gradual Restoration +80	—	5	Get hit by 2 Special Moves
Harmonize Lv.1	1	Vitality Instant Restoration +60	—	0	Get hit by 2 Special Moves

These unique Gems have the power to restore life gradually or instantly depending on the Gem. The Life Force Gem will gradually restore your vitality over a short period of time. The Harmonize Gem, on the other hand, instantly restores a set amount of vitality once activated. You can use Vitality Gems to help characters with lower vitality (such as Cammy or Akuma) survive longer than usual and even combine them with an Iron Will Gem to further increase your survivability!

Assist Gems **Not all Special Moves are simplified by Easy Input Gems.*

Assist Gem Name	Slots	Primary Effect	Secondary Effect
Easy Input*	1	Special Moves become easier to do	Attack decreases by 10% during battle
Super Easy Input*	1	Special Moves become very easy to do	Attack decreases by 10% during battle
Cancel Assist	1	Special Move cancels become easy to do	Attack decreases by 10% during battle
Auto Throw Escape	1	Escape from throws automatically	Cross Gauge decreases by ½ block when activated
Auto Block	1	Block Attacks automatically	Cross Gauge decreases by 1 block when activated

These Gems aim to make the game easier to play and are designed for novice players. Easy Input Gems make Special Moves easier to do, and these simplified inputs can be found in the Command List in the Pause Menu. For example, Ryu's Hadoken is performed with ↓↘→ + P. With the Easy Input Gem activated, you can perform Hadoken just with ↓→ + P. Furthermore, activating Super Easy Input makes Hadoken possible with → + P. The Cancel Assist Gem makes canceling normal moves into Special Moves easier to perform and can be combined with the Easy Input Gem for further simplification. These three Gems have a penalty of -10% attack damage when equipped, though you can equip an attack Boost Gem to help counteract this effect. The Auto Throw Escape Gem will automatically perform a throw tech for you in exchange for half a block of Cross Gauge, though it will not activate if you perform the throw tech manually. The Auto Block Gem will automatically block attacks for you in exchange for 1 block of meter, though it will not activate during attacks that you block on your own. Assist Gems are designed to help level the playing field for newer players but suffer from perpetual negative effects and should be substituted with Boost Gems as you become more accustomed to the game.



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

ACHIEVEMENTS & TROPHIES

Achievement/Trophy	Requirement	GamerScore (Xbox 360)	Trophy (PS3)
Title Idol	Obtain 300 Titles.	50	Silver
A Very Special Gift	Connect with 500 Special Moves.	10	Bronze
Blink Of An Eye	Connect with 500 EX Special Moves.	10	Bronze
Time For Some Fireworks!	Connect with 500 Launchers.	10	Bronze
Anything Goes	Activate Cross Assault 500 times.	10	Bronze
An Unknown Power	Activate Pandora 500 times.	10	Bronze
The Trump Card	Connect with 500 Super Arts.	10	Bronze
Two Minds, Fighting As One	Connect with 500 Cross Arts.	10	Bronze
Maelstrom Of Combos	Connect with 100 Quick Combos.	10	Bronze
A Glimmering Light	Activate your Assist Gems 100 times.	10	Bronze
Let's Heat Things up!	Activate your Boost Gems 100 times.	10	Bronze
Sturm und Drang	Finish a round with Cross Assault 300 times.	30	Bronze
Power Consumes All	Finish a round with Pandora 300 times.	30	Bronze
A Splendid Conclusion	Finish a round with a Super Art 300 times.	30	Bronze
A Perfect Victory!	Win a round without getting hit 100 times.	50	Bronze
After The Dust Has Settled	Clear Arcade mode on Medium difficulty or higher.	10	Bronze
Trail Of Ruined Dreams	Defeat 5 rival teams in Arcade mode on Medium difficulty or higher.	20	Bronze
The Root Of Chaos	Defeat all of the bosses in Arcade mode on the hardest difficulty.	30	Silver
Just The Beginning	Clear one trial in Trial mode.	10	Bronze
Trial Expert	Clear 10 trials in Trial mode.	20	Bronze
The Excellence Of Execution	Clear 300 trials in Trial mode.	30	Bronze
My Big First Step	Clear one lesson in the Tutorial.	10	Bronze
Maturity Through Discipline	Clear all of the lessons in the Tutorial.	10	Bronze
The First Mission	Clear one mission in Mission mode.	10	Bronze
Mission Specialist	Clear all of the missions in Mission mode.	30	Silver
Fruits of Labor	Go into Training mode 10 times.	10	Bronze
The Stones Guide Me	Customize a Gem Unit.	10	Bronze
Douse In My Color!	Customize a character's color.	10	Bronze
This Is How I Roll	Customize your player Title.	10	Bronze
Here's My Shoutout	Customize your player comment.	10	Bronze
The Warrior's Road	Fight 50 matches over Xbox LIVE.	10	Bronze
The Crossroads Of Tragedy	Fight 100 matches over Xbox LIVE.	20	Bronze
The Harsh Road	Fight 300 matches over Xbox LIVE.	30	Silver
The Endless Road	Fight 500 matches over Xbox LIVE.	50	Gold
Learn The Fundamentals	Win 5 matches over Xbox LIVE.	10	Bronze
Forge Your Own Path	Win 10 matches over Xbox LIVE.	20	Bronze
Transcend All You Know	Win 50 matches over Xbox LIVE.	30	Silver
Your Legend Will Never Die	Win 100 matches over Xbox LIVE.	50	Gold
One Down!	Win in a Ranked Match.	10	Bronze
To The Victor…	Raise your battle class rank for the first time in Ranked Match.	30	Silver
Proof Of Your Victory	Get to C rank for the first time in Ranked Match.	50	Gold
The Battle Never Ends	Win a match in Endless Battle.	10	Bronze
Head Of The Dojo	Create 10 lobbies in Endless Battle.	20	Bronze
Observer	View 50 replays in the Replay Channel.	30	Bronze
Evangelist Of The "X"	Have your replay downloaded 20 times in My Channel's Broadcast Mode.	30	Bronze
Love Is Blind	Use a character in battle over 300 times.	30	Bronze
Any Time, Any Place!	Use Arcade Fight Request 30 times.	10	Bronze
It's Just For Research!	Access the Store.	10	Bronze
Zenith	Unlock all Achievements.	0	Platinum

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



System & Gameplay

Every fighting game requires you to learn a lot in order to play it well, but *Street Fighter X Tekken* is not a reinvention of the wheel. At its core, it's as though *Street Fighter IV* spawned a gigantic expansion pack that revamped gameplay while adding a heaping helping of *Tekken* characters re-envisioned by Capcom with a smattering of *Tekken* gameplay seasoning and ideas on top. If you're familiar with *Street Fighter IV*, you should be able to jump in without much difficulty, although this is definitely a new game. You must learn to manage a team rather than a single character, there are no Focus Attack dash cancels to save you from your own mistakes, and damage and speed are generally increased. You must also learn to deal with the roster of aggressive *Tekken* characters, many of whom have options at close range unlike anything possessed by *Street Fighter* characters! If you come exclusively from the Namco side of the tracks, you might need a little more time getting used to things. But if ever a game could rival *Street Fighter's* complexity, it's *Tekken*. If you learned to play *Tekken*, you will learn to play this.

ANATOMY OF A MATCH

A match is made up of a number of rounds, and each round concludes when any single character has their vitality totally depleted or the timer runs out. A match ends when one side has won the majority of rounds (whether that's a single round, or 2 out of 3, or 3 out of 5, or 4 out of 7, depends on the round setting).

When the timer runs out, the team with more vitality *by percentage* wins. That means if Hugo and Marduk are facing down Akuma and Lili, but the bruisers each have 49% health remaining and the pixies each have 50% health remaining each, Akuma and Lili win! Recoverable vitality that has not yet been recovered does not count toward timeout judgment.

RECOVERABLE VITALITY



Percentage of particular types of attacks received as recoverable vitality

Attack	Percentage
Boost Combo chained normals (including Cross Rush Launcher)	50%
Normal moves, rapid fire chained light normals, normal throws, naked Launchers, unique attacks including Tekken strings, Cross Cancels	~33%
Special Moves, EX Specials, chip damage	20%
Super Arts	0%
Cross Arts	0% and existing recoverable vitality is erased!

Moves used during a Quick Combo follow these rules as well.

Some of the damage taken from most attacks is sustained as recoverable vitality. This segment of the vitality gauge is colored differently to indicate its status. Recoverable vitality regenerates very quickly for a character resting on the sidelines. If you swap a character back to the fight with recoverable vitality still left to regain, it will be permanently lost. Keep this in mind before you use a Launcher, Cross Rush, Switch, Switch Cancel, Cross Assault, or Cross Art—all actions that swap active characters. Don't give away health without reason!

Manage your team well and you effectively extend the vitality of both of your characters. For example, avoid tags to a teammate who has a lot of life yet to recover when your point character isn't in dire trouble, and tag out safely whenever you have the opportunity to grant an ally some rest. You'll also prolong the round, increasing the odds that a time out occurs—which you can use to full advantage, if you manage vitality better than your opponent.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



Street Fighter vitality

Hugo	1150
Zangief	1100
Abel	1050
Balrog	1050
Sagat	1050
Ken	1000
M. Bison	1000
Rolento	1000
Rufus	1000
Ryu	1000
Guile	950
Poison	950
Vega	950
Cammy	900
Chun-Li	900
Dhalsim	900
Ibuki	900
Juri	900
Akuma	850

Tekken vitality

Kuma	1100
Bob	1050
Marduk	1050
Paul	1050
Heihachi	1000
Hwoarang	1000
Jin	1000
Julia	1000
Kazuya	1000
King	1000
Law	1000
Ogre	1000
Raven	1000
Steve	1000
Yoshimitsu	1000
Asuka	950
Lili	900
Nina	900
Xiaoyu	900

Being able to tag teammates in and out to regain recoverable vitality, along with the customization options allowed by Gems, mitigates a lot of the inherent risk in choosing low-stamina characters like Akuma or most of the female cast members. And the easiest combos to perform—Boost Combos into Cross Rush Launchers—inflict their targets with a larger percentage of damage sustained as recoverable vitality than other attacks, in addition to dealing less damage in the first place thanks to Boost Combo damage scaling penalties. Depending on how your opponent plays, they may be doing nothing but handing you opportunities to further maximize your team's vitality. (Of course it's better to just not get hit. But if your opponent isn't doing all they can to put you down, take advantage—you don't owe them any favors!)

However, be aware that certain attacks are specifically designed to obliterate recoverable vitality—Super Arts deal permanent, wholly unrecoverable damage and Cross Arts deal permanent damage while *also* erasing any recoverable vitality the target had left!

Cross Gauge

The Cross Gauge, or "super meter" as you'll often hear it called, determines how much energy your team has to pour into souped-up attacks that do more than normal moves and Specials. The Cross Gauge is built up by whiffing any attacks (excluding light normal moves and normal throws), by contacting the opponent with any attack (hit or blocked), and by *being* contacted by any attack (also hit or blocked). Hitting with an attack builds about twice as much Cross Gauge as having that attack blocked, which itself builds about twice as much as whiffing entirely. Similarly, being hit by an attack builds about twice as much meter as blocking it.



There are three divisions, or blocks, of Cross Gauge. Depending on the situation, you can expend a single block, two blocks, or the whole gauge at once.

Using one block of Cross Gauge:

Quick Combo	LP MK or LK HP. To perform an autocombo. Details can be found in the Quick Combo menu.
EX Special Move	To deal more damage or enable extra properties or priority over a regular version of a Special Move, or to cancel from normals used during Boost Combos.
Cross Cancel	To cancel blockstun with a counter attack. Cannot K.O. low-vitality targets!
Switch Cancel	To tag in your teammate off an attack on block or on hit. Switch Cancels on block can be used offensively to follow blocked Special Moves that occupy the opponent for a while, so you can mix them up. Switch Cancels on block can be used defensively if you try for a big reversal Special Move and fail— you're essentially trading one character's vulnerability for the other's and/or hoping the Switch Cancel visually confuses the opponent into not punishing you! Switch Cancels on hit are used to extend combos, particularly juggles, since using a Switch Cancel resets juggle potential!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Using two blocks of Cross Gauge:

Super Art	To deal heavy unrecoverable damage.
Cross Cancel ▷ Switch Cancel	Using a Switch Cancel from a successful Cross Cancel resets juggle potential, allowing for follow-ups, and removes the no-K.O. restriction. In short, you can spend two blocks to transform a Cross Cancel into a tagging counter attack, which can win a round.
Two EX Specials in a combo	EX Special Moves are effective, and many are quite damaging. Depending on the character, it's often possible to squeeze more damage from a good combo involving multiple EX Specials than it is to use a Super Art. However, the Super Art deals unrecoverable damage, so you must weigh that against optimized output.
EX Special Move in a combo that leads to a Switch Cancel (or vice versa)	Switch Cancels open up a lot of combos by resetting juggle potential. As with combos involving multiple EX Specials, sometimes you'll get better results in an opportunity by Switch Canceling and using an EX Special in a juggle, rather than using a Super Art. A Switch Cancel also tags out teammates, so this gives one of your characters a chance to replace recoverable vitality. Or…
Switch Cancel to Switch Cancel	In some circumstances between partner characters with good juggling synergy, you can perform a juggle combo using Switch Cancels for as long as your Cross Gauge holds out. As with the previous two examples, some teams benefit most from Cross Gauge by handing a combo back and forth. The only disadvantage to this approach is that recoverable vitality remaining disappears when a character is tagged in. So if your starting point character had any life, they could've healed up by resting. Instead, vitality is eliminated forever when they tag right back in.

Using three blocks of Cross Gauge:

Cross Art	Cross Arts deal heavy unrecoverable damage while swapping your teammates. In addition to the damage, they also remove any recoverable damage the opponent already had! This can make Cross Arts beneficial even if you can get more damage from other methods.
Cross Assault	Both teammates come on screen at once to attack the opposition. The health of both characters is also combined and then divided evenly in two.
EX Special Move or Switch Cancel into Super Art	Whether you juggle with your point character's EX Special into a Super Art or you Switch Cancel from one partner to another and finish with the incoming character's Super, this approach will usually out-damage a combo into Cross Art when optimized.
Cross Cancel ▷ Switch Cancel into EX Special Move	Dumping an extra block of gauge into a Cross Cancel follow-up allows for heavier damage.
Any combination of three total EX Special Moves or Switch Cancels	You understand the pattern by now…you can get more damage this way, fully optimized, than using Cross Arts or Super Arts, especially if you build for Gem sets that allow for more meter building and for perhaps even more than three block-burning actions in one sequence! However, you're ignoring the chance to deal some permanent damge

BLOCKING



The two most important lines of advice in this guide:

- ***Learn to block properly.***
- ***Don't give up anything for free.***

This isn't *Ultimate Marvel vs. Capcom 3*, where it's possible to go all-out on offense to the extent that there is virtually no focus on defense to begin with, and where it's kind of impossible to block consistently anyway. This is a *Street Fighter* game, where it's perfectly feasible to consistently block most of what an opponent throws your way if that's what you prefer. Virtually zero damage between good players in *Street Fighter* matches comes from just "blocking wrong" or not even bothering to block. Instead, it comes from Counter Hit setups, or counter-pokes, or striking against dashes or jumps, or fast overheads and confusing cross-ups. That should be true here too: make your opponent work for it. This doesn't mean we're recommending passive, defensive play, or advocating turtling. This just means you must block properly. Don't give up anything for free!

Blocking works the same as it always has in *SF*. But thanks to the influx of *Tekken* characters and ideas, we have some terms that will be different for *SF* players:

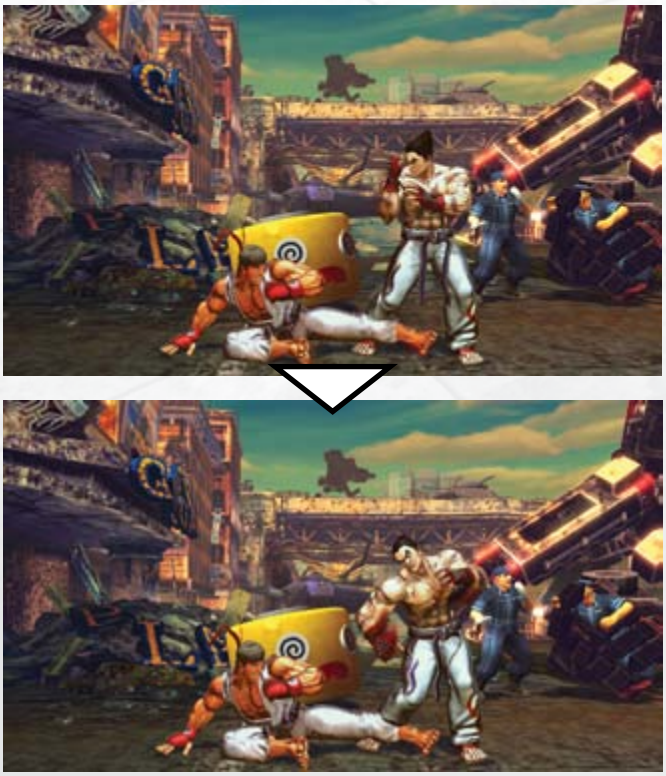
- ***Standing block is accomplished by holding back (🡐). Standing block will stop high attacks and mids, but it will lose to low attacks and throws.***

- ***Crouching block is accomplished by holding down-back (🡙). Crouching block negates incoming low and high attacks, but it will lose to mids and throws.***

Did you catch it? That's right: the *Tekken* terminology for mids has invaded *Street Fighter!* In 3-D fighting games, highs can be crouched under, lows must be blocked low, and *mids* are the overheads that must be blocked standing!

CHIP DAMAGE

Special Moves and Super Arts and some other non-normal moves dish out about 25% of their damage when blocked. You can't negate all the damage from these moves, just most of it. Be aware that it's possible to lose a round to chip damage!



Wrong! Low attacks must be blocked crouching.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



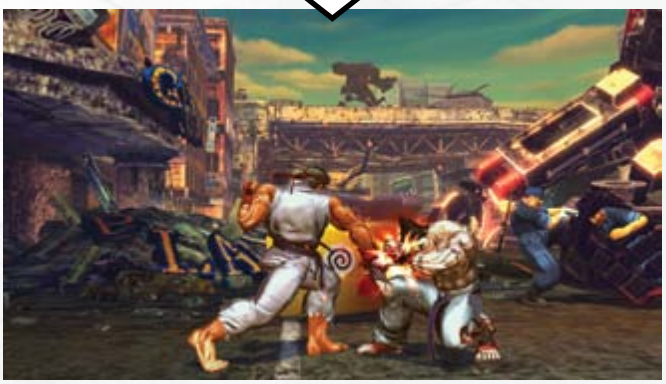


Right!

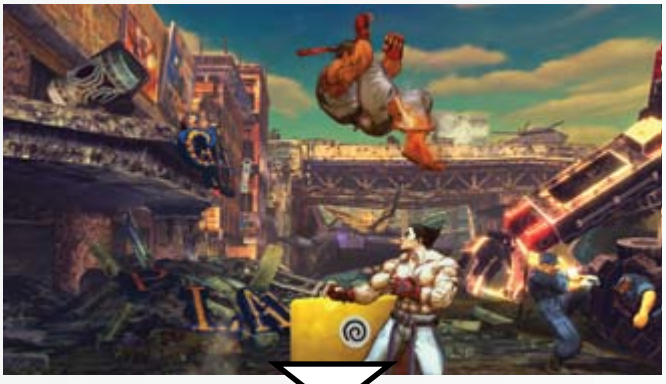




High attacks can be blocked either standing or crouching.

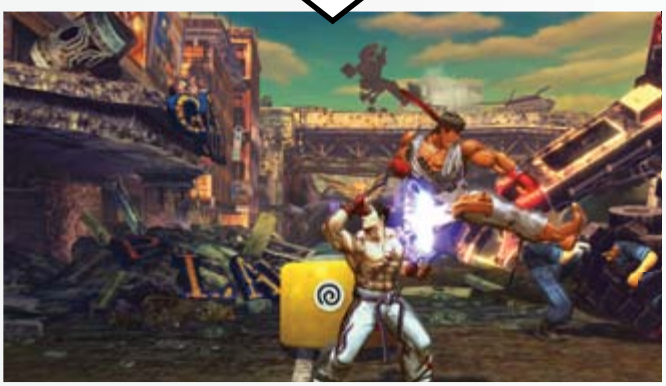


Wrong! Mid attacks, also called overheads, must be blocked standing.





Right!



Nearly all jumping attacks are mids. Cross-ups are jumping attacks that cross over the target at the last moment, so they must be blocked in the opposite direction.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Some attacks are considered crouchable highs and can be avoided simply by ducking, as high attacks can be in *Tekken*. But most highs must still be blocked even if you're crouching. "High" is no longer synonymous with "overhead" as far as *Street Fighter X Tekken* is concerned. Mids are the new overheads. Thus, almost every jumping attack is a mid-hitting move, as are grounded overheads like Ryu's ⇨ + MP Collarbone Breaker. A high attack is now simply "an attack that can be blocked whichever way you like." And low attacks are the same as they've ever been and only blockable while crouching.

One of the key differences between most 2-D fighters and most 3-D fighters is the core mix-up. In 2-D games, your default defensive position tends to be crouching block. You default to blocking low and watch out for the overheads. In 3-D games, where there tend to be far more dangerous mid-hitting moves than lows, the default defensive position is standing block, and you watch out for the telltale lows. Here, thanks to the massive influx of *Tekken* characters, complete with many of their confusing and varied strings, it's a little bit of both! Against *Street Fighter* characters you may find yourself defaulting to down-back as you always have. And against *Tekken* characters, you may find yourself defaulting to straight back.

OFFENSE OUT OF BLOCKSTUN: CROSS CANCELS

When blocking, no actions can be performed until blockstun ends, with only one exception. During hitstop (the brief stutter that occurs for effect, almost imperceptibly, whenever two characters touch each other), input ⇨ ⇩ HP HK for a Cross Cancel. This burns a block of Cross Gauge on a counter attack that may be guaranteed to hit, depending on what you blocked. (Though only the fastest Cross Cancels can catch something that recovers very quickly, like a deep jump-in timed to strike just before landing.)

A given character's Cross Cancel attack usually resembles one of their EX Special Moves, but none of them are identical. The main differences are that juggling after a successful Cross Cancel is impossible, and Cross Cancels *cannot* K.O. low vitality enemies…though both of these limitations disappear if you Switch Cancel out of the Cross Cancel to tag in a teammate with juggle potential reset.

MOVEMENT

WALKING

Walking is the simplest means of movement. Hold ⇨ to walk forward or ⇦ to walk backward. Holding ⇦ also doubles as standing block if the enemy attacks, which will guard against incoming mid and high attacks.

Walking doesn't cover ground as suddenly as dashing or jumping, but it has an advantage in that you aren't limiting your options. If you dash, you can't block or attack until you're done dashing. If you jump, you can't block until you land. Walking, on the other hand, allows you to alter your plan of action at any moment. Walk speeds are not created equal, and some characters walk more quickly than others. There are also Gems that can be equipped to boost movement speed when certain parameters are fulfilled.

There's no standard unit of measurement for how quickly a character moves, so here we present Akuma and Vega respectively as the benchmarks of forward and backward walking speed and compare everyone else against them. As you can see, the fastest characters walk roughly *three times* faster than the slowest ones!

Forward walk speed (expressed as a percentage of Akuma's forward walk speed)

Akuma	100%
Cammy	98%
Chun-Li	98%
M. Bison	98%
Vega	98%
Balrog	88%
Guile	88%
Xiaoyu	88%
Hwoarang	80%
Jin	80%

Kazuya	80%
Nina	80%
Raven	80%
Rufus	80%
Ryu	80%
Steve	80%
Ibuki	73%
Asuka	71%
Ken	71%
Ogre	71%

Poison	71%
Abel	62%
Julia	62%
Juri	62%
King	62%
Rolento	62%
Zangief	62%
Law	53%
Lili	53%
Bob	50%

Dhalsim	44%
Paul	44%
Sagat	43%
Yoshimitsu	40%
Hugo	39%
Marduk	36%
Heihachi	35%
Kuma	32%

Backward walk speed (expressed as a percentage of Vega's backward walk speed)

Vega	100%
Cammy	92%
Chun Li	92%
Akuma	80%
Balrog	80%
Guile	80%
M. Bison	80%
Raven	80%
Xiaoyu	80%
Kazuya	70%

Ibuki	63%
Abel	60%
Hwoarang	60%
Jin	60%
Juri	60%
Ken	60%
Law	60%
Nina	60%
Ogre	60%
Poison	60%

Rolento	60%
Rufus	60%
Ryu	60%
Steve	60%
Zangief	60%
Asuka	50%
Bob	50%
Julia	50%
King	50%
Lili	50%

Dhalsim	40%
Paul	40%
Sagat	40%
Hugo	36%
Kuma	32%
Heihachi	30%
Marduk	30%
Yoshimitsu	30%

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

DASHING & BACKDASHING

Dashing, whether forward dashes or backdashes, is accomplished by double-tapping forward or backward within 9 frames. The 9 frame window also serves as a buffer grace period, so you can tap ⇨ or ⇦ a little early when your character is occupied with something else, then tap the finishing input just as they're ready to act.

Dashing covers ground at a short interval more quickly than walking, but you cannot interrupt dashing with any actions—you're committed while the dash is in progress.

Forward dashes are used to approach the enemy aggressively from afar or up close. Forward dashes have no particularly noteworthy properties about them except their speed over a short distance. Getting hit during a dash simply places the dashing character into standing hitstun.

Dashes in both directions enable charge canceling, a semi-advanced technique in which a Super Charged Special Move is initiated, then a dash is used to cancel it. Depending on certain situations, application of this technique leads to escape, pressure, or combo sequences not otherwise possible. It is somewhat analogous to Focus Attack dash canceling in *Street Fighter IV*.



Forward dash duration—Street Fighter (in frames)

Poison	14
Chun Li	15
Abel	16
Akuma	16
Cammy	17
M. Bison	17
Ryu	17

Balrog	18
Ken	18
Sagat	18
Guile	19
Vega	19
Juri	20
Rufus	20

Hugo	21
Ibuki	21
Rolento	21
Zangief	26
Dhalsim	32

Forward dash duration—Tekken (in frames)

Yoshimitsu	16
Asuka	17
Heihachi	17
Hwoarang	17
King	17
Lili	17
Marduk	17

Raven	17
Steve	17
Xiaoyu	17
Jin	18
Kazuya	18
Law	19
Nina	19

Ogre	19
Bob	21
Julia	23
Paul	23
Kuma	26

A backdash allows you to backpedal quickly, and also commits you to the action until its completion. Backdashes have a few properties to enable and encourage their defensive use. The first 8 frames of a backdash are invulnerable. During the first 8 frames, backdashes cannot be thrown, struck, or nailed with a projectile! This is a holdover from *Street Fighter IV*, and it makes backdashes an invaluable defensive tool. As just one example, this means that if you time a backdash perfectly just as you rise from getting knocked down, and the opponent tries to target a meaty attack or throw right on you as your character stands, you can backdash to safety even though they were overlapping you!





The first 8 frames of any backdash are invulnerable!

After the 8 invulnerable frames, most backdashes then have a brief airborne period, followed by a brief grounded recovery period, before the character can act again. The lone exception is Kazuya, who has the best backdash in the game—not only is it over the quickest, but he has *no grounded recovery*. When he lands from the airborne part of his dash, he's done!

The invulnerable frames essentially make the very beginning of backdashes into an avoidance reversal. The follow-up airborne frames also serve as a kind of safety net, though not in the same way. If a foe hits you during the airborne frames, unless they've used an attack that knocks down airborne targets naturally or places them into a floating state or equivalent, your character will take the first hit of the opponent's attack. Your character will then flip out of air hitstun to land on their feet, ready to block. In other words, you probably take a hit, but you don't get destroyed for it. (Probably.)

On the other hand, the grounded frames at the end of every backdash (except Kazuya's) exist to give the opponent something concrete to target. Just as in *Street Fighter IV*, the best players will of course be fully aware that backdashes are a great defensive tool. If they know that *you* know this too, they may try to use this knowledge against you, acting aggressively but not actually doing anything. Then when you *do* backdash, they can react and target the grounded recovery of the backdash with a long-reaching attack or whatever happens to be the best tool they have at their disposal for this. Part of solid defense in *Street Fighter X Tekken* is gaining a sense of when you should just block and ride out a close range storm of pressure and when you should backdash away to safety from point-blank attacks.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Backdash duration and breakdown—Street Fighter

Character	Total frames	Invulnerable frames	Airborne frames	Grounded frames
Cammy	22	8	10	4
Chun Li	22	8	10	4
Poison	22	8	10	4
Vega	22	8	11	3
Zangief	23	8	8	7
Balrog	24	8	9	7
Akuma	25	8	10	7
Ibuki	25	8	16	1
Guile	26	8	12	6
M. Bison	26	8	10	8
Abel	27	8	10	9
Juri	27	8	10	9
Ken	27	8	10	9
Rolento	27	8	10	9
Rufus	27	8	16	3
Ryu	27	8	10	9
Dhalsim	29	8	10	11
Sagat	29	8	15	6
Hugo	30	8	13	9

Backdash duration and breakdown—Tekken

Character	Total frames	Invulnerable frames	Airborne frames	Grounded frames
Kazuya	19	8	11	—
Ogre	21	8	8	5
Steve	21	8	10	3
King	23	8	11	4
Jin	25	8	11	6
Xiaoyu	25	8	11	6
Asuka	26	8	10	8
Heihachi	26	8	11	7
Kuma	26	8	10	8
Lili	26	8	13	5
Julia	27	8	11	8
Marduk	27	8	12	7
Nina	27	8	11	8
Paul	27	8	10	9
Raven	27	8	10	9
Yoshimitsu	27	8	10	9
Bob	31	8	11	12
Hwoarang	31	8	16	7
Law	31	8	15	8

JUMPING & HIGH JUMPING

For you *Tekken* fans, this will be one of the biggest adjustments. It's been a long time since *Tekken* fighters could jump like this, and the long-gone moon jumps of *Tekken 2* weren't even useful. In *Street Fighter* on the other hand, jumps are paramount, and that's no different here. In fact, jumps are a little bit *better* here in *Street Fighter X Tekken* than they generally are in other *Street Fighter* games. This is because characters accelerate into the air and begin their descent faster than usual, making jumps a little harder to react to and therefore harder to counter.

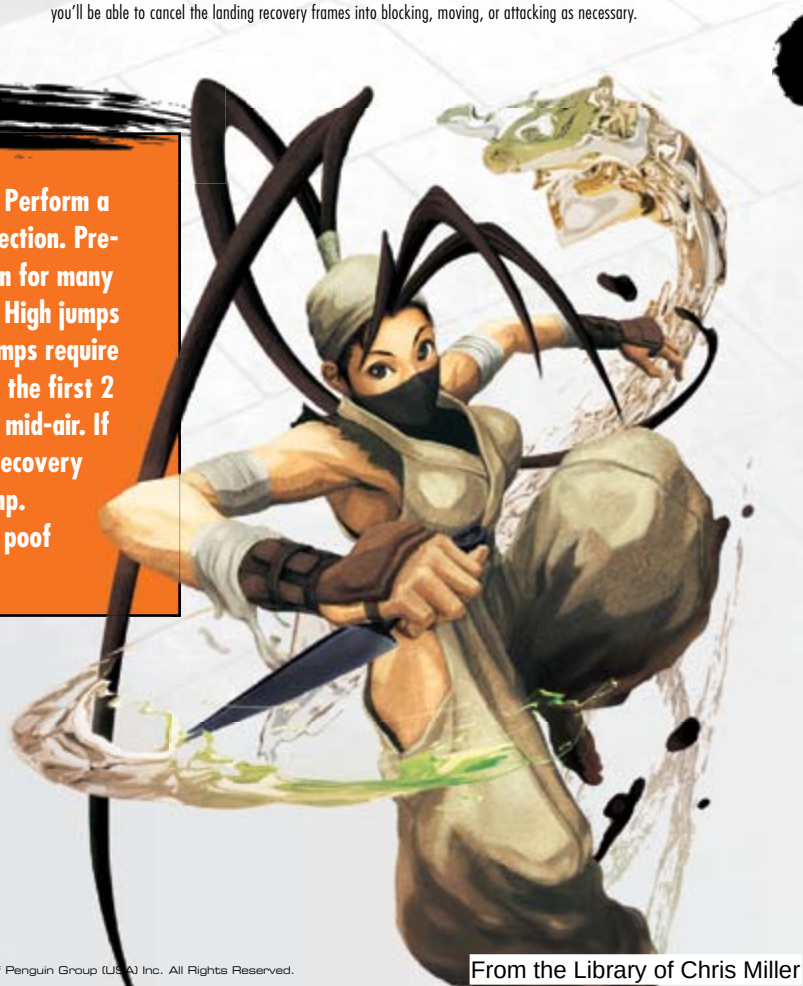
Getting Counter Hit out of a jumping attack always results in a knockdown that allows for juggles against the jumping character. Simply getting hit out of the air without attacking causes characters to flip out and land on their feet. Certain attacks still cause juggle-ready knockdowns against jumping characters even on normal hit, though. Jumping characters, of course, can't block.

Jumps are accomplished by tapping any upward direction. After the upward input, most characters are in a pre-jump state for 4 frames, finally leaving the ground on the 5th frame after input. Characters are vulnerable to strikes during pre-jump frames, but ground throws won't be able to snag them. If a character is hit during pre-jump frames, they'll be put into hitstun on the ground, crouching hitstun if struck during the first 2 frames of pre-jump, and standing hitstun if struck after that. Hugo, Zangief, and Kuma, the grapplers who possess "360" motion Special Moves, have 7 pre-jump frames to aid with the execution of their commands, which require upward motions on the ground.

Upon landing, jumps have 4 frames of landing recovery. If you performed an attack while jumping, the first 2 landing frames cannot be canceled. Your opposition may use this against you by trying to get you to intentionally land right on moves you can't block after you attack in mid-air. If you *didn't* perform an action while jumping, you'll be able to cancel the landing recovery frames into blocking, moving, or attacking as necessary.

HIGH JUMPS

In addition to regular jumps, high jumps are also possible. Perform a high jump by tapping down first, then tap any upward direction. Pre-jump frames are the same, but the actual airborne duration for many characters is slightly different than during a regular jump. High jumps will also have a (very) slightly different jump arc. High jumps require 7 frames of landing recovery instead of 4, though it's still the first 2 frames that leave you vulnerable if an attack was used in mid-air. If no attack is performed while high jumping, the 7 landing recovery frames can be canceled by blocking as during a regular jump. There is a minor visual cue signaling a high jump: the dust poof generated by the jumping character is larger.



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Jump duration in frames—Street Fighter (high jump duration in parentheses)

Character	Pre-jump	Vertical Jump	Diagonal Jump
Juri	4	31 (35)	34 (34)
Hugo	7	34 (35)	34 (35)
Vega	4	34 (34)	34 (34)
Abel	4	35 (35)	35 (35)
Akuma	4	35 (35)	35 (35)
Balrog	4	35 (35)	35 (35)
Cammy	4	35 (35)	35 (35)
Guile	4	35 (35)	35 (35)
Ken	4	35 (35)	35 (35)
Rolento	4	35 (35)	35 (35)
Ryu	4	35 (35)	35 (35)
Sagat	4	35 (35)	35 (35)
Zangief	7	36 (37)	36 (37)
Ibuki	4	37 (36)	41 (41)
Poison	4	38 (38)	38 (38)
Rufus	4	38 (38)	38 (38)
M. Bison	4	39 (39)	39 (39)
Chun Li	4	40 (40)	40 (40)
Dhalsim	4	55 (55)	55 (55)

Jump duration in frames—Tekken (high jump duration in parentheses)

Character	Pre-jump	Vertical Jump	Diagonal Jump
Bob	4	31 (35)	35 (35)
Marduk	4	34 (31)	34 (31)
Asuka	4	35 (35)	35 (35)
Heihachi	4	35 (35)	35 (35)
Hwoarang	4	35 (35)	35 (35)
Jin	4	35 (35)	35 (35)
Julia	4	35 (35)	35 (35)
Kazuya	4	35 (35)	35 (35)
King	4	35 (35)	35 (35)
Law	4	35 (35)	35 (35)
Nina	4	35 (35)	35 (35)
Ogre	4	35 (35)	35 (35)
Paul	4	35 (35)	35 (35)
Raven	4	35 (35)	35 (35)
Steve	4	35 (35)	35 (35)
Kuma	7	36 (37)	36 (37)
Xiaoyu	4	40 (39)	39 (39)
Yoshimitsu	4	39 (39)	38 (38)
Lili	4	37 (36)	37 (36)

OTHER MOVEMENT OPTIONS

Everyone can walk, dash, and jump. Some characters have other movement options, though. These can include *Tekken*-style "dashes" that are actually stances in a way, like Kazuya's Mist Step and King's Jaguar Step. It can also mean teleports, like Akuma's Ashura Senku and Dhalsim's Yoga Teleport. There are also rolling actions that somewhat approximate rolls, like Abel's Marseilles Roll and Kuma's Rolling Bear. Each character's chapter offers specific detail about unique movement options possessed by that character.

NORMAL MOVES

Normal moves are executed by pressing one of the punch or kick attack buttons. The normal move produced will differ depending on your character's state and position—standing (st.), standing up close (cl.), crouching (cr.), jumping vertically, or jumping diagonally. Not every character has alternate normal moves when standing up close versus standing far away or when jumping diagonally versus jumping vertically, but most do.

Normal moves are the building blocks of your offense. They tend to be your quickest attacks, and they are simple and reliable to execute. They are also essential to crafting hit-confirm combos and to ticking, poking, and counter poking effectively. Cancelable normal moves allow you to combo Special Moves and Super/Cross Arts or to use them on block for pressure and chip damage, rather than just being forced to watch your normal move recover.

Generally, the most important normal moves tools to be aware of include your best anti-air normals, your best tick from up close, and the best poke from a step or two away and at mid range. And if characters happen to have a great sweep, that's a bonus.

ATTACKING ON POINT

HIT LEVELS

Every attack has a hit level assigned to it, which dictates how it strikes and how it must be blocked. High attacks can be blocked either standing or crouching. Crouchable highs are like the high attacks in *Tekken*—they can be blocked standing, but crouching will also completely avoid them. Mid attacks are the overheads of *Street Fighter X Tekken* and must be blocked standing. And low attacks must be blocked crouching.

There are also a few strikes that are simply unblockable, such as King's ⇨ + LP K Moonsault Body Press. However, they become blockable if they're used on an opponent who is already in blockstun, preventing them from being used abusively against opponents locked down by something else. Throws are unblockable. Most throws target opponents who are on the ground, although a few throws are tailored only to hit crouching, standing, or airborne targets.

RAPID FIRE LIGHT ATTACKS & BOOST COMBOS

Some light normal moves can be chained repeatedly, producing a combo, just by following up with more light normal moves. And everyone can produce a chain combo of normal moves by ascending through the normal move power chain in a sequence—st.LP ▷ st.MP ▷ st.HP, for example. Be aware that the advantage you're left with after a Boost Combo normal move will be worse by around -7 (though sometimes as bad as -10!) compared to that exact same normal move used outside of a Boost Combo, and additional damage scaling is applied as well. On hit, more of the damage the enemy receives is recoverable, as well. These penalties don't apply to rapid-fire canceled light attacks, though.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

UNIQUE ATTACKS

Unique attacks are usually performed by pressing a direction and an attack button together. In many ways, unique attacks will resemble normal moves, but unique attacks tend to have special properties or traits that set them apart. Many unique attacks are mid-hitting overheads, cause their user to go airborne briefly, or lead into *Tekken*-style strings of hits. The biggest differences between normal moves and unique attacks is that unique attacks usually *cannot* be canceled into Special Moves or chained into Boost Combos, but that's not always true—some can!

LAUNCHERS



Launchers are universal attacks that are performed with HP HK . If connected, the opponent is launched into the sky while the point character tags into the sidelined character. The incoming new point character runs on screen to stop just short of where the victim was launched, allowing for a guaranteed juggle opportunity. Guile's **combo VI** is one example. Launchers crush crouching attacks and can be used as a way to counter an opponent's offense, though they are unsafe if blocked, leaving their users at around -33 and very punishable. To confirm into a Launcher rather than just doing it, you can perform a Cross Rush, which is a Boost Combo ending in a Launcher. Finish any Boost Combo with a non-knockdown HP or HK attack and then press HK or HK again to perform the Launcher. If you happen upon a wide opening but are in need of a tag, forgoing your most damaging combo for a Launcher or Cross Rush might be a better option so that the point character can recover life on the sidelines.

You can also manually cancel any single normal move on the ground into Launcher just by pressing HP HK . The only caveat is that a Launcher used in a Boost Combo or manually canceled from a normal move will be scaled to 50% its normal damage!

You'll probably also hear players refer to moves that pop the foe into juggle position as "launchers." We've tried to avoid that throughout this guide since a Launcher is a distinct action. Where moves place the foe into juggle position, we tend to describe them as "floating" the enemy or making them "juggle ready," to avoid confusion with this Launcher attack.

CROSS RUSH

Cross Rush is just the name assigned to a Boost Combo that ends in a double-tap of HP or HK, generating an automatic Launcher.

CROSS CANCEL

The only way to engage in offense from a blocking position, Cross Cancels are performed by inputting ⇨ + HP HK during the hitstop of the attack you just blocked. Hitstop is usually extremely brief and is typically over in less than 10~12 frames and sometimes in as few as 3. So using Cross Cancels is as much anticipation as reaction. You *can't* react that fast, actually. You'll usually be making up your mind to take back momentum soon with a Cross Cancel or finally use it to counter a repetitive tactic rather than, for example, reacting to suddenly blocked low pokes from maximum range.

Cross Cancels require one block of Cross Gauge, and Cross Cancels *cannot* win rounds for you. The enemy will just be left with zero vitality rather than being pushed over the threshold into defeat. In addition, juggle combos aren't possible after Cross Cancels, even when it looks like they should be. In order to K.O. with a Cross Cancel or juggle with your partner afterward, you must spend an extra block of meter to Switch Cancel the Cross Cancel attack itself!

THROWS



Throws are unblockable attacks that exist to deter passive, overly defensive play. A character made to block properly will negate all normal move damage and reduce Special Move and Super Art damage by about 75%.

Normal throws are active on frame 7 after inputting LP LK . Normal throws are active for 2 frames. If the target isn't in range of the throw during the first active frame but moves into range for the second (if they dash in or rise from a knockdown just as the second active throw frame occurs), then they will get snagged. Whiffing normal throws does not build Cross Gauge.

The throw target can perform a throw escape, negating the throw's damage and resetting the situation, by also inputting LP LK with precise timing. After the actual throw connects on frame 7 or 8, the victim has 5 frames to input LP LK before the throw becomes inescapable. In effect, this means the window for the throw escape command is 12~13 frames long. LP LK will escape a throw if pressed at any time during the 7~8 frames leading up to and including the throw's active portion and then 5 more frames right afterward (when the throw has connected, but hasn't yet dealt any damage and is still escapable).

Special Moves throws, sometimes also called command throws, require a motion to perform just like Special Moves. They usually deal more damage than normal throws, while also being inescapable.

SPECIAL MOVES

Special Moves are executed with a directional pad or joystick input sequence before an attack button press. The classic example is Ryu's Hadoken, performed with ⇩⇘⇨ + P .

Special Moves are incredibly varied in appearance, properties, and purpose. Many characters have projectile Special Moves, which allow them to control space and poke at the opponent from outside normal move ranges. There are also direct Special Move attacks of all sorts and Special Move throws that cannot be throw escaped. Some characters also have Special Moves that serve as extra movement options beyond your standard walking, dashing, and jumping.

Most Special Moves have varying versions depending on the button used for execution: light, medium, or heavy. This is far from universal. But as a general rule, lighter- strength Specials will be active more quickly and have less recovery at the end, and heavier versions will tend to have lengthier startup, more prohibitive recovery, but deal greater damage. The difference in Special Move versions is also sometimes a matter of range or trajectory rather than speed, safety, or damage.

EX Special Moves can be executed by using two buttons instead of one. This will burn one block of the Cross Gauge. This can be a worthwhile expenditure, as most EX Special Moves are really quite good. EX Special Moves frequently have superior properties over their regular version counterparts, like full body invulnerability for a meaningful period of time. EX Special Moves also still work when canceled into from Boost Combo normals, while regular Special Moves do not! This can help out the damage of Boost Combos a lot, as they're usually inferior to rapid fire cancels, links, and unique attack strings.

The same Special Move may serve as a poke, a zoning tool, a combo hit-confirm, and a reversal. There are myriad applications of Special Moves available, and each character's chapter describes these in more detail.

Super Charge

Each character has at least one Special Move that is Super Charge capable. Super Charging is accomplished by performing the motion for the Special Move and then hitting and holding down the attack button (or buttons, in the case of EX Special Moves being Super Charged). Your character will begin focusing their considerable energies. After just less than one second of charging, your character will flash yellow: this indicates that a button release now will produce the EX version of that Special Move, free of meter charge. Continue charging for just under two seconds and your character will initiate a Super Art for free! (If you initiated the Super Charge with an EX Special to begin with, you'll only have to charge for just under a second for the "free" Super, though it's less free by half since you started it from an EX Special!)

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Charged Specials have several uses. If your chosen characters have the kind of Special Moves that are acceptable to use during the neutral game, when neither character has an advantage, then you can occasionally simply start charging from mid range and wait to see what happens. This can be especially useful if you've just fed their point character a big combo, knocking them to one-third vitality or lower. It's likely they'll want to swap to their partner as soon as possible, and they might get there any way they can, even if it means a risky, predictable Switch as soon as you get off their back. You can give them just enough rope to hang themselves by backing off slightly when you read that they intend to Switch, then starting the Super Charge. If they *do* Switch, by the time they do your Super Art will be going off in their incoming character's face. And if the timing is right, there's nothing they can do. If they don't Switch, you didn't lose anything—you can simply release the Special Move prematurely if that isn't detrimental on its own. Safer in most circumstances, you can also dash to charge cancel the Super Charge, or hold it until the yellow flash before charge canceling to gain the Counter Hit property on your next move.



Super Charge to the yellow flash for a free EX move…



…or Super Charge all the way for a free Super!

Charge Canceling

Perhaps more important than actual Super Charging, especially for more nimble characters, is charge canceling. This is accomplished by beginning a Super Charge, then canceling it with a dash or backdash before releasing the attack. The Super Charge will simply be halted and your character will dash and return to normal. If you Super Charge to at least the yellow flash before charge canceling, your next attempted attack will register as a Counter Hit if it connects successfully. The key word there is attempted—if your first attack whiffs, you lose this bonus until you build up a yellow Super Charge again. (Somewhat oddly, if you build up a yellow flash Super Charge, charge cancel dash, then Super Charge again and this time *release* the Special Move *after* another yellow flash, it will *not* retain the automatic Counter Hit property you earned from the previous charge!)

Still, some characters can viably add this to their gameplans to fish for specific setups. Ken has three far-reaching kicks that all cause special hit states on Counter Hit, leading to some of his most vicious combos, and he can charge far away in relative safety with Super Charged Tatsumaki Senpukyaku. If the opponent does something foolish to chase him, perhaps he can just unleash EX Tatsumaki or even Shippu Jinraikyaku! Ryu, Raven, and Balrog can accomplish similar things by Super Charging, dash canceling after yellow flash, then fishing for standing HP. They each have advantages to just sitting on a charge sometimes, too.

Charge canceling can be used from an EX Super Charge to gain the auto Counter Hit property almost instantly. Depending on the situation, this can be more tricky and useful than having to take the time to Super Charge to the yellow flash from a safe distance, then charge cancel, then move into range to use whatever attack you have with special Counter Hit properties, and all while the opponent is watching you do this. And when starting an EX Super Charge, you have half as long to go before it becomes an automatic Super Art. So if you expect a bad reaction from your opponent, you should just hold it down sometimes and wait. For example, Akuma doesn't get much out of telegraphing his Super Charge—surprise, a tracking demon flip is on its way!! But since he has multiple viable Counter Hit offensive openings, he can poke with a heavy attack, cancel to Super Charged EX Hyakkishu, then immediately charge cancel dash forward and go for Counter Hit cr.MP or backdash and go for LK or MK Hyakki Gosho, also a Counter Hit setup. More deceptive than most characters, he can even be made to dash forward then immediately Ashura Senku away, perhaps baiting a mistake while keeping the Counter Hit property… teleport doesn't count as a whiffed attack.

For several characters, charge canceling as soon as possible off normal moves, without worrying about actually charging at all, can be a terrific tool for footsies, pokes, and pressure. For example, Poison, Raven, and Ryu can all attack with their cancelable sweeps from maximum range, cancel to their Super Charged Special, then charge cancel with a dash immediately to achieve point-blank range, resulting in better frame advantage than they'd have after a blocked sweep alone!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



The best charge cancels involve pokes into Specials that are good to do anyway. If it's something your opponent is hit by or must block a lot, they won't expect it when it's canceled.



Cancel the poke into the Special Move as normal, but hold down the button(s) used for activation…



…and immediately buffer a dash or backdash to charge cancel the attack!

Earliest possible charge cancel dash frame—Street Fighter

Character	Earliest charge cancel frame	Forward dash duration	Backdash duration
Balrog	5	18	24
Dhalsim	5	32	29
Hugo	5	21	30
Ibuki	5	21	25
Juri	5	20	27
M. Bison	5	17	26
Rolento	5	21	27
Rufus	5	20	27
Vega	5	19	22
Zangief	5	26	23
Cammy	6	17	22
Ken	6	18	27
Ryu	6	17	27
Chun	8	15	22
Poison	8	14	22
Akuma	11	16	25
Abel	13	16	27
Guile	13	19	26
Sagat	13	18	29

Earliest possible charge cancel dash frame—Tekken

Character	Earliest charge cancel frame	Forward dash duration	Backdash duration
Asuka	5	17	26
Hwoarang	5	17	31
Kazuya	5	18	19
Law	5	19	31
Marduk	5	17	27
Nina	5	19	27
Ogre	5	19	21
Raven	5	17	27
Steve	5	17	21
Xiaoyu	5	17	25
Yoshimitsu	5	16	27
Paul	6	23	27
King	7	17	23
Jin	8	18	25
Lili	9	17	26
Bob	13	21	31
Heihachi	13	17	26
Julia	13	23	27
Kuma	13	26	26

SUPER ART



Super Arts are the apex of an individual fighter's power. They require two blocks of Cross Gauge to use and the damage they deal is permanent, leaving no recoverable vitality. The motions are a bit simplified from past *Street Fighter* titles. Instead of requiring double motions for most Super Arts, only one motion (such as ➪ ↘ ↓ ↙ ← or ↓ ↘ ➪) is required, before all three punches or kicks are pressed, as required for the Super. Supers deal 300 damage or more (before damage scaling is taken into account) and usually have high juggle potential, allowing them to cap off combos where few attacks could. However, using Super Arts at the end of particularly long juggles may not pay off if the damage scaling degrades the Super Art heavily.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

ATTACKING AS A TEAM

There are many ways to swap between your teammates, with some better than others in different situations. Using tags to maximize combos, create unique pressure situations, and to rest up characters with recoverable vitality is key to winning this tag tournament.

SWITCH

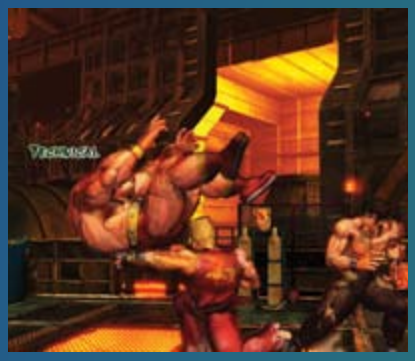
Switching is the most basic form of tagging out to your partner, and it is performed with an input of MP K. The point character will run backward toward the edge of the screen while his or her partner runs in to take point. Though this is the most straightforward way to tag out, it is also the riskiest. The outgoing character is vulnerable for 5 frames before running off, while the incoming character is vulnerable immediately upon entering the screen before skidding to a stop, which also leaves them vulnerable. If you find yourself waking up from a hard knockdown and in need of a switch, wait until you have a safe opportunity instead of switching immediately upon wakeup, which is likely to fail due to the 5 frames of vulnerability on startup. To reduce the risk of having a switch punished, try performing it when your opponent is knocked down or when the opponent is at a distance.

Switch Cancel



An advanced tag technique is the Switch Cancel, which consumes 1 block of Cross Gauge and causes the point character to flash white when performed. Pressing MP K just as your attack makes contact with the opponent causes your attack to be canceled into a Switch, similar to the way normal moves can be canceled into Special Moves. Most attacks can be Switch Canceled, including normal moves, jumping normal moves, unique attacks, and Special Moves, and even Launchers (though with questionable use in that case, except to cover an errant blocked Launcher).





Besides being one of the best ways to tag, Switch Canceling has a variety of uses. One of the main purposes of Switch Canceling is to extend combos, since Switch Canceling causes a reset in juggle potential mid-combo. Attacks that ideally position the opponent for the incoming tagged character are the best Switch Cancel candidates, such as Jin's Thrusting Uppercut or Law's LP Fury Fist Rush. Attacks that have long durations are also great for Switch Canceling since they pin the opponent down while the incoming character has time to set up a mix-up or combo, like Jin's HP Median Line Destruction. For combos, attacks that leave the opponent in a standing state, such as Ken's Tatsumaki Senpukyaku or Xiaoyu's HK Flower Power, are excellent for Switch Canceling since the incoming character does not have to resort to a weaker juggle—they can go for a full ground combo *into* a juggle! Switch Canceling can also be used in tandem with Cross Cancels. Even though certain Cross Cancels pop opponents up into the air, you can only juggle afterwards if you Switch Cancel the Cross Cancel, which resets potential and allows the incoming character to juggle.







All in all, Switch Cancels are one of the most reliable ways to tag. The synergy between two characters often depends on their Switch Cancel chemistry. Finding the ideal Switch Cancel juggles and safe tag-outs will be key to making a pair of characters work well together. Keep in mind that most but not all attacks can be Switch Canceled. Also, this technique works only on hit or block but not on whiff.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

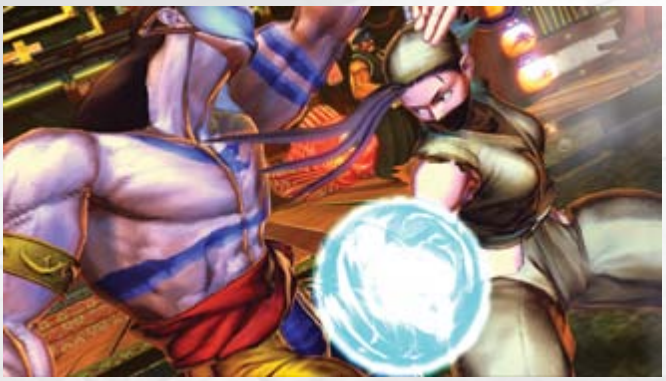
CROSS ART



Super Arts also come into play as the second part of a Cross Art, which requires 3 blocks of Cross Gauge to use. When a Cross Art is initiated with an input of ↓↘→ + (MP)(K), the point character performs a quick, invulnerable swing at the enemy. On hit, they'll transition into a unique handoff that deals 100 damage before their partner caps it with a Super Art. (This does whatever the partner's Super Art does, so a heftier brawler like Kuma or Hugo is going to end Cross Arts a little better than a character like Poison.)



Most significantly, Cross Arts not only deal permanent, unrecoverable damage, but they also annihilate any recoverable vitality the target has left! This alone can make Cross Arts worth using, even if a Switch Cancel or EX Special combo into Super Art, for example, will probably do more in terms of raw output. Minimizing the opposition's recoverable vitality is important in a game where sidelined characters heal back recoverable life rapidly. All Cross Arts are unsafe if blocked, so their use as an invulnerable reversal should be kept to a minimum.



Finally, it's worth noting that some Cross Art starters, and some Super Arts, take a *long* time to complete—up to fifteen seconds! This can prove *extremely* significant in the final seconds of close matches. For instance, you might land a winning blow, then lose to timeout anyway, because your attack didn't finish in time! Similarly, if *you* have a lead in a close game with time winding down, it's in your best interest to score a Cross Art just to run out the rest of the clock rather than risk your opponent somehow making a comeback off a last-second throw or overhead in a close game.

CROSS ASSAULT





Cross Assault is another technique that consumes 3 blocks of Cross Gauge. Once performed, the sidelined character (whom you now control as the new point character) joins the battle so that both characters are in play simultaneously for a short period of time. A single character defending against Cross Assault can be easily overwhelmed with both characters attacking at once, leading to otherwise impossible combos and mix-ups. In addition, the Cross Assaulting team's life is combined then distributed evenly. Thus, if Guile has 25% vitality remaining and Abel 75% remaining and Cross Assault is performed, both Guile and Abel will end up with 50% vitality each. Remember that Cross Assault grants no special properties: you can still be attacked while it is active and even be K.O.'d. When playing 1 v 1, your teammate is controlled by the CPU during Cross Assault. Playing 2 v 2 can pit two humans against one or even two against two if both teams perform Cross Assault at the same time.

PANDORA





If your vitality bar is low and flashing, you can sacrifice yourself to power up your partner, a technique known as Pandora and accomplished with ↓↓ + (MP)(K). Upon activation, the point character is exchanged for increased power to their partner, which includes a +15% damage increase and a regenerating Cross Gauge. However, you have only 7 seconds to K.O. your opponent after activating Pandora. Failing to do so results in an automatic loss regardless if your opponent's vitality is lower than yours. Pandora can be used as a last-ditch effort to turn the tide in a losing battle, but it must be performed with a purpose in mind. There's nothing worse than activating Pandora only to have the opponent jump away for 7 seconds for the win.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

INTERACTIONS

HITSTUN



When a character is struck by an attack, they reel back into an incapacitated animation known as hitstun. Control of the character is temporarily lost during hitstun, leaving them unable to block and susceptible to more attacks. Connecting with attacks during hitstun is known as a combo, which is generally the fastest way to deplete life in *Street Fighter*. If an attack grants frame advantage on hit, it means that you recover from the attack before the opponent has recovered from their hitstun. Therefore, an attack that is +8 on hit can be followed with another attack that has a 5 frame startup, which gives you a window of 3 frames to execute it. In addition, normal attacks can also be canceled into Special Moves for a combo, so long as the attack produces enough hitstun for the Special Move to connect afterwards.

HITSTOP

On both hit and block, any contact between characters results in a brief pause called hitstop. This *tends* to be about 8 frames for light attacks, 10 frames for medium attacks, and 12 frames for heavy attacks, but exceptions higher and lower abound. During hitstop, → + (HP)(HK) must be input for a Cross Cancel.



If an attack is connected during another attack's startup, it is considered a Counter Hit. Counter Hits differ from regular hits in that they grant an additional 25% damage, deal a greater amount of hitstun (usually +2 frames, though there are exceptions), and can even cause special hit states. The extra frame advantage caused by Counter Hits can open new combo possibilities, as seen in Akuma's **combo IV**. Frame traps are designed to leave a small gap during blockstun to bait a counter-poke, only to be interrupted by a Counter Hit. In addition, Counter Hits connected on airborne opponents (both air to air and ground to air) cause a knockdown, which can lead to further juggling if reacted to in time!

Special Hit States

Not all hitstun is created equal. Some attacks will cause special hit states if connected, while others require special conditions to be met for such effects, such as connecting as a Counter Hit or against a crouching foe.



A wall bounce causes the opponent to be bounced off the opposing wall, which often leaves them open to further juggling afterward. Examples of this are Jin's EX Median Line Destruction and Ryu's EX Joudan Sokutogeri.



Ground bounces are similar to wall bounces except opponents bounce off the ground back into the air, leaving them vulnerable to juggles. Examples of this include Ibuki's diagonal J.(HK) against airborne foes and Law's MP Fury Fist Rush.



Similar to ground bounces are spikes, which can also be followed with a juggle but at a different altitude than that of a ground bounce. En example of this is Ogre's J.(MP) against an airborne foe.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



Some attacks cause a crumple, which causes opponents to become incapacitated before falling to the ground. If fast enough, you can attack a crumpled opponent while they are still in a standing position, affording a better combo opportunity. Otherwise, a crumpled foe is considered airborne right before they fall to the ground, in which case you must capitalize with a juggle combo instead. Examples of crumples are Vega's Counter Hit st.HP and Asuka's Counter Hit cr.HP .



Some attacks will cause the opponent to slip or stumble, which causes the opponent to temporarily lose their footing, leaving them open to further attacks. Examples of this are Heihachi's Counter Hit Hammer Fist and Kuma's Double Wild Slap against a crouching foe.

BLOCKSTUN

When a character blocks an attack, they are put into a temporary defensive state known as blockstun. Blockstun is similar to hitstun in that they become temporarily unable to act, though blockstun is usually less severe than hitstun in terms of disadvantage. Multiple attacks that are blocked in succession are known as blockstrings, which are basically the equivalent to blocked combos. Attacks are performed while the opponent is still in blockstun, forcing onto them further offensive pressure. Intentional gaps can be made within blockstrings to bait out a counter-poke or escape attempt, which are then interrupted with a Counter Hit. Blockstun can also be used to set up tick throws, though **opponents cannot be thrown until the 4th frame of leaving hitstun or blockstun.**



While in blockstun, you can attempt to blow through gaps of a blockstring with an invulnerable reversal, such as Ken's MP Shoryuken. You have a **6-frame reversal window** available during blockstun.This means that you can finish performing the attack 6 frames *before* recovering from blockstun, and it will execute on the first frame possible as a reversal (this can be done on wakeup as well). You can also perform a Cross Cancel the moment you block an attack, during the hitstop caused by any attack touching any character, which cancels blockstun into an invulnerable reversal attack at the cost of 1 block.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

WAKEUP

One of the most important interactions occurs when one character knocks the other down. The character on their feet typically has a big advantage here, because they get the first opportunity to impose the new terms of the battle when the floored foe rises.



After a regular knockdown, the victim can initiate quick recovery to rise instantly by either tapping ↓ upon landing or by tapping any two attack buttons together. Using quick recovery has no vulnerable period, so you can use it with the confidence that you're keeping a little momentum away from your opponent by preventing them from positioning against your longer prone period.



During quick recovery, every character rises in 30 frames except Ogre, who rises in 29. If quick recovery *isn't* used from a regular knockdown, then the same options are available as during a hard knockdown: rise in place for 30 frames or roll forward for 31 frames.



Hard knockdowns occur after certain moves like sweeps or throws. Quick recovery isn't possible from a hard knockdown, and the victim is forced to lie prone for at least 20 frames. At that point, if the victim is holding →, a forward recovery roll will be initiated, and they'll roll and then rise. The forward roll takes 31 frames for all characters and is invulnerable. If the victim doesn't hold → during a hard knockdown, they'll rise in place slowly, taking 30 more frames.

Ogre is an exception for both quick recovery (rising in 29 frames) and hard knockdown wakeup (rising in 49 frames).



A particular knockdown state is caused by certain moves in which the victim is left face down, with their head toward the enemy, instead of flat on their back. The recovery from this kind of knockdown requires 20 frames for most characters to lie prone, and then 20 frames for them to rise, for 40 total floored frames. Kazuya is an outlier here, spending 20 frames on the ground, then *31* frames rising, for a wakeup in this situation that is 11 frames slower than that of everyone else!

A sweep knockdown is a particular kind of hard knockdown in which no further juggling is possible. You can probably guess what kind of attacks cause sweep knockdowns.

Dealing with Wakeups

An alternative method of waking up from a knockdown is forward rolling, performed with → on wakeup. This causes the victim to tumble forward and instead recover one-fourth of the screen's distance away. It's possible that a specific setup that you might have on wakeup can be avoided completely with a forward roll. However, this tactic can be countered in several ways. If you anticipate a forward roll, you can stand at point-blank range on your opponent's wakeup, then jump backward just a moment before the forward roll (this timing will change depending on your character's jump duration). Doing so causes you to fall directly on top of your opponent, in which case you can perform your best cross-up for the opponent rolling right under. This cross-up can be very hard to reconcile visually and can even be modified by positioning yourself slightly outside point-blank range to perform a fake cross-up with your best cross-up attack or even a non-cross-up J.HP or J.HK to inflict heavy damage.

Another technique to counter forward rolls is to stand just within your character's best mid range poke on the opponent's wakeup and react to the forward roll. If they decide to roll, you can walk backward and perform a meaty attack as they wake up from the roll, which must be dealt with using an invulnerable reversal. If the opponent decides to wakeup in place, you are still capable of striking at mid range. As opponents begin to expect the meaty attack upon waking up from a forward roll, you can then begin mixing in throws to put the opponent back into a hard knockdown.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBOS

Using combos effectively is crucial to maximizing your opportunities. You'll be wasting considerable damage, and therefore converting fewer matches to wins, if you don't try to push your limits. For example, many beginning players will punish their opponent's vulnerable whiffed Special Moves, like Shoryukens, with just a throw or a sweep. These players do much better when they start using combos, even something as simple as a standing heavy punch canceled into a damaging Special Move. Ultimately, you should be making enemies pay more than that for their mistakes. Slick combos are not the be-all end-all of fighting games, and plenty of players are "training mode heroes" who can perform difficult, damaging combos but can't leverage them effectively in a match. There's a balancing act between playing a solid game and deploying stylish, lengthy, damaging combos when the time is right. But anyone can improve their game, and thus their win rate, by making sure that when they do get a chance to punish the enemy, they achieve as much damage as possible from the opportunity. And dishing out efficient, effective, consistent combos is dependent upon understanding the combo system.

It's easy to see how putting together rapid fire chains, Boost Combos, cancels, and links can lead to myriad possibilities with any character.

SAFEGUARDS

Street Fighter X Tekken has several features in place to create a system that keeps combos from getting too out of hand. It is through understanding how this system works that you can find ways to maximize damage within the limitations.

Damage Scaling

Damage scaling is a mechanic that is designed to keep combos from dealing too much damage. It causes the amount of damage inflicted by each consecutive attack in a combo to decrease by increments of 10%. As illustrated by the chart, the first two attacks in a combo are unscaled and do full damage. Scaling begins on the 3rd hit with 80%, followed by 70% on the 4th, 60% on the 5th, and so on all the way down to 10% (and even lower in the case of certain multi-hit Special Moves). As such, combos should be constructed to maximize the damage of heavy attacks toward the beginning of the combo while still being able to finish with a strong attack. In addition, the number of attacks used in a hit confirm should be kept to a minimum since many bread and butter hit confirm openings involve light attacks. You must find the right balance between window of reaction and damage when constructing your go-to combo arsenal gameplan.

Damage scaling negatively affects Boost Combos. Boost Combos have a 70% damage penalty by default, which stacks on top of normal damage scaling penalties. Though they are easy to perform, Boost Combos lose a lot of damage due to damage scaling penalties, leave the opponent with more recoverable vitality, and leave your character at greater disadvantage to boot.

Note that damage scaling is *not* based on the number of hits in a combo—it's based on the number of attacks. Rolento's jumping MP into crouching MP is six hits, but it doesn't scale differently than any similar two-attack sequence that hits twice with other characters. The exception is multi-stage attacks. Doing all three stages of Patriot Circle will degrade scaling three steps. Such a combo ender is fine for Rolento on point, but three-stage Patriot Circle would make a poor place to Switch Cancel handoff to a teammate, even though the positioning is perfect.

Attack number	Percentage of default damage dealt
1 and 2	100%
3	80%
4	70%
5	60%
6	50%
7	40%
8	30%
9	20%
10 or higher	10%

Juggle Potential

Juggle potential refers to the number of times an attack can juggle before the system forces it to whiff, and it is designed to prevent combos that have infinite juggling. Light attacks tend to have the lowest juggle potential and heavy attacks the highest, though there are exceptions to this rule (such as Ryu's cr.MP, which only has a juggle potential of 2 while most other medium attacks have a juggle potential of 3). Light attacks are usually meant to make juggle catching easier and have the ability to increase the altitude in which an opponent is being juggled, setting up heavier attack juggles. Heavy attacks are used for raw damage and are often too slow to be followed by other normal attack juggles due to their recovery time, though this can be mitigated with ideal positioning. Ending juggles are best done with an attack with a juggle potential of 5, which is often the number of attacks you can squeeze during a juggle. Keep in mind that you don't have to go in juggle potential strength order when juggling. If a character's cr.LP has a juggle potential of 2 and their cr.MP a juggle potential of 3, examples of ways these attacks can be linked together in juggles include:

- Cr.LP, cr.LP ,cr.MP
- Cr.LP, cr.MP, cr.MP
- Cr.MP, cr.LP, cr.MP
- Cr.MP, cr.MP, cr.MP

An example of this is Jin's **Combo III**, which is (corner required) cr.LK, cr.LP, ⇦ + MP ▷ LP ▷ ⇨ N ⇩⇘ ▷ LP, cr.MP, cr.MP, cr.MP, cr.HP ▷ ⇨ N ⇩⇘ ▷ MP. Pay special attention to the juggle sequence here: cr.MP, cr.MP, cr.MP, cr.HP. Crouching MP has a juggle potential of 3, so it can be used 3 times consecutively before having to switch to cr.HP, which has a juggle potential of 4. The combo ends in Right Roundhouse Punch, which has a juggle potential of 5. In theory, this means that Right Roundhouse Punch could be juggled up to 5 times consecutively if it were possible to link them, but it's mostly impossible to link together moves that have a juggle potential of 5.

JUMP-INS/CROSS-UPS

One of the universal ways to fish for hits for virtually any character is via jump-ins. Unsurprisingly, jump-ins require jumping in. Depending on whether you attack with a jump-in early or late (deep) during the jump, the timing for how a given character will have to try to counter you may be different. Also, by jumping directly on top of an opponent, especially when you have advantage, you can create ambiguous cross-ups. By attacking early in this case, you may remain on the original side, faking the cross-up (and therefore striking opponents who blocked the other way in anticipation). Or, by attacking late or using a jumping attack that moves forward jump trajectory, you will indeed cross over to the other side, striking them in the back of the head and flummoxing opponents trying to block or reversal in the original direction. This kind of situation can be generated repeatedly by striving to score hard knockdowns followed by anti-wakeup games.

CANCELING

Canceling moves into one another goes back as far as *Street Fighter 2: The World Warrior*. It was originally a consequence of intentional leniency built into the game system. Players were not expected to perform the move "codes" perfectly every time, especially in an entirely new type of game with unprecedented complexity. So normal moves could be interrupted by Special Moves up to a certain point in their duration. This accidentally led to players being able to dish out heavy, unavoidable damage through sequences like striking with a heavy punch then performing a Hadoken or Shoryuken immediately, just as the heavy punch hit and before it was done animating. With the victim still stuck in the hitstun of the heavy punch, they couldn't block and the following Special Move was unavoidable. Starting with *Super Street Fighter 2*, this emergent feature was incorporated into the game as an official mechanic with a combo meter to incorporate the succession of unavoidable hits. Since then, combos have officially been a critical feature of virtually every fighting game released.

Many normal moves can be canceled into Specials, Supers, and Cross Arts, while any grounded normal move can be canceled into Launcher with HP HK. Some Special Moves and unique attacks have follow-up stages that can only be canceled into from the first stage of the attack, and normal moves can be canceled into each other either by rapid fire chaining or through Boost Combos. Rarely can unique attack strings cancel into Boost Combos.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

RAPID FIRE ATTACKS

Some attacks, almost always light punches and kicks, can be canceled into themselves repeatedly. This is accomplished by pressing the button rhythmically during the recovery of the previous hit. Rapid-fire light punches and kicks can be useful to give you time to confirm that your initial assault is connecting with the enemy before you proceed to something else. As with Boost Combos, you cannot cancel directly from a rapid-fire attack into a Special Move. They can only be canceled into EX Specials, Super Arts, and Cross Arts.

Rapid-fire light attacks can transition directly into Boost Combos. For example, you might rapid-fire two crouching light kicks, confirm the successful hits, then rapid-fire a third crouching light kick, which is used as the first stage of a Boost Combo. Example:

Cr.LK ▷ cr.LK ▷ cr.LK ▷ cr.MK ▷ cr.HK

Rapid-fire attacks are also important for the beginning of many hit-confirm combos. Many *Street Fighter* characters can open up with crouching LK ▷ crouching LP or the equivalent for a chance to verify before linking further attacks. So although rapid-fire attacks cannot be canceled into non-EX Specials, you can confirm and link after rapid-fire attacks so that you can go back to canceling. This can even be done using two rapid-fire chained light attacks into a third light attack that is linked instead.

BOOST COMBOS

There are many different types of cancels. Boost Combos (often called chains in Capcom games and strings in Namco titles) are accomplished by canceling grounded normal moves into one another in ascending strength.

To Boost Combo, you simply press the next button in the sequence while the current attack is in progress. The buttons must ascend in power. But as long as you're moving up the chain in terms of strength, either punches or kicks and either standing or crouching attacks may be employed. Some examples:

St.LP ▷ st.MP ▷ st.HP

It doesn't get simpler than this. Just press light punch, medium punch, heavy punch in sequence. This is a good option for punishing the opponent's laggy attack at close range. By simply pressing HP or HK after the third attack in the Boost Combo, a Cross Rush will occur—the opponent will be launched, and your point character and sidelined character will switch with one another. The victim can then be juggled with your new character. Alternatively, if your character's stand HP is cancelable, you can finish with an EX Special Move or a Super Art. This leads to heavy damage without switching between team members.

Cr.LK ▷ cr.MK ▷ cr.HK

This is an example of a Boost Combo that usually starts with a low-hitting attack (though this is not true for all characters). Crouching HK is also a sweep for most characters, so this provides a semi-confirmable method for sending the opponent into a hard knockdown. You can pull up short of finishing with the sweep on block, but crouching MK will still be unsafe anyway, without canceling to an EX Special Move. Using a Boost Combo to hit-confirm a sweep in this fashion won't net as much damage as a Boost Combo into a Cross Rush, EX Special, or Super. But it will set up an okizeme (anti-wakeup) opportunity for your point character. The opponent cannot quick recover to stifle your momentum, so you're assured of having a change to assault their slow wakeup or forward recovery roll.

St.LK ▷ cr.MP ▷ st.HK

This is an example of a Boost Combo in which standing and crouching states are mixed, along with punches and kicks. Some characters want to do this, rather than simply sticking with punches or kicks, because some of their moves have better or worse range, hit awkwardly, knock down prematurely, or otherwise have behavior that makes them unsuitable for use in Boost Combos.

As an alternative to finishing Boost Combos with a Cross Rush Launcher, you can interrupt cancelable normal moves within a Boost Combo with an EX Special Move. (Boost Combo normal moves *cannot* be canceled into non-EX Special Moves. In order to cancel into non-EX Special Moves from a sequence of normal moves, you must use *links*, not Boost Combo or rapid fire chains!)

Outside of Boost Combos, cancelable normal moves can be interrupted by Special Moves. Time the Special Move motion to end just as the normal move strikes the opponent. Normals can be Special canceled on hit or block, but cancels cannot be performed if your attack doesn't connect (although most unique attack *Tekken* strings are still possible on whiff). The classic example, as timeless as *Street Fighter* itself, is the shoto low forward canceled into Hadoken. With Akuma, Ken, or Ryu, you can poke with their excellent crouching medium kick. The down tap required for crouching MK doubles as the beginning of the ↓↙← motion required for the Hadoken fireball. At the completion of the motion, press the strength of button that corresponds to the desired fireball. The heavier the button, the faster the fireball will travel. On hit, this results in a short, reliable combo; on block, it will force them to keep blocking.

Normal moves can also be canceled into EX Specials, Supers, and Cross Arts. As with the crouching MK into Hadoken example, time the commands so you're completing the non-normal move just after the normal move connects.



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Cross-up jump-in MK, cr.LK ▷ cr.MK ▷ cl.HK ▷ ↓↗← + KK, cr.LK ▷ cr.MK ▷ cl.HK ▷ HK (Ryu tags in), cr.MP, cr.MP, cr.HP ▷ ↓↗← + HK

In certain ways, Boost Combos have many penalties against them compared to link combos, but that doesn't mean they can't be effective in certain situations. This combo highlights:

The importance of cross-ups

Canceling into an EX Special Move from a Boost Combo

Linking after a Special Move

Handing off to a teammate using Cross Rush

Juggling using linked normals while exploiting the corner

You'll start hitting opponents with moves on Counter Hit when you either create situations where you are at great advantage over them, such as after knockdowns, which make them block your deep jump-in, or block one of their laggy attacks. The Counter message that appears onscreen is actually quick enough to help as a visual aid—one more thing to watch to signal success. Juggling repeated close standing fierces in this combo is not difficult. Just perform close standing HP as soon as possible after recovering from each Rising Uppercut.






Ken's diagonal jumping MK makes a great jumping attack for kicking foes in the back of the neck. After the cross-up, he's at point-blank range, so a Boost Combo produces close standing HK.




From close standing HK, you can cancel into EX Tatsumaki Senpukyaku, which hits 4~5 times while pushing the enemy toward the corner. Afterward, Ken is left at enough of a frame advantage to link a Shoryuken, or…

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller






…crouching LK is active in 3 frames, making it the easiest thing to link. It can transition right into the same Boost Combo as before, which this time ends with a Cross Rush Launcher.





From the Launcher, Ryu is tagged in and rushes to the spot Ken is vacating. Ryu juggles with two linked crouching medium punches…




…then finishes with crouching HP canceled into HK Tatsumaki!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

LINKS

Links are deceptively simple. A link combo is accomplished by waiting for a move to recover fully then connecting with the next move in a sequence before the opponent recovers from hitstun. No canceling is involved. Your first move retracts all the way, and the next move is timed to hit the opponent before they can move or block again.

Links are crucial to enabling effective hit-confirms and solo, non-Switch combos. Links are one of the prime reasons why frame data is important, and effective use of links is one of the demarcations between intermediate and advanced players. Link combos might sound simple, and they are in principle. But links involve focus, precise timing, and reactions that aren't as much a part of Boost Combos or cancels.

The Ryu player "hit checks" the enemy by getting into point-blank range and poking with crouch LK LP ▷ cr.LP . These crouching light attacks are rapid-fire canceled together like a little chain combo. The command of crouch LK LP results in a crouching light kick (kicks taking input precedence over punches of identical strength), but it can *also* result in an automatic throw escape if the foe beats you to the proverbial punch by starting a normal throw before your low light kick hits. This is an example of an option select (an action that covers multiple objectives at once) and is called "OS tech" as a holdover from *Street Fighter 4*.

If the Ryu player realizes that these crouching light attacks are striking successfully, it's time to link a follow-up. Crouching light punch leaves Ryu at a +6 advantage on hit. Ryu's crouching medium punch hits on frame 4 after input. This is referred to as a 2-frame link, because that's the window you have to press crouch MP and have the combo work. 1-frame links are as hard as it gets. Most link combos can be made easier through the use of an advanced tactic called plinking, which originated with *SF4*. This technique effectively turns 1-frame links into 2-frame links, 2-frame links into 3-frame links, and so on. This is meaningful because the window for a successful link is increased by as much as double when mastery of this technique is achieved.

When the link is successful, crouching medium punch combos after the rapid-fire light attacks, resulting in a 3-hit combo. Since crouching medium punch was connected without the use of a Boost Combo, and since crouching medium punch is cancelable, you have several options. Crouching medium punch can be canceled to a Hadoken for an easy ender, though this doesn't knock down. It can also be canceled into a Super Art, dealing heavy unrecoverable damage to the enemy. If you're close enough, HP Shoryuken deals heavy, meterless damage. An EX Joudan or Tatsumaki can be employed as well. Or you can start a Boost Combo with the crouch MP, canceling to either standing heavy punch and then Cross Rush switch or to crouching medium kick and then crouching heavy kick for a sweep and a hard knockdown, which grants significant momentum advantages at the cost of passing up more damage in the short-term. Or you can even follow-up crouch MP with yet another link. On hit, Ryu is left at +7 after crouching MP, so crouching medium kick can be linked… and from here, you have identical options as after crouching medium punch!

Counter Hit ⇦ + MP, ⇨ + LK, ⇨ + LP ▷ LP ⇨⇩⇘ + MP, cl.HP ▷ ⇨⇩⇘ + MP, cl.HP ▷ ⇨⇩⇘ + K ▷ P

Many characters have attacks that create new opportunities when they hit in non-normal ways, such as on Counter Hit. Heihachi's Hammer Punch is one of these moves, creating a slip state that allows for a devastating meter-less combo. This combo highlights:

Exploiting a verifiable Counter Hit into a special hitstun state

Linking attacks together

Maximizing solo juggle potential

Ending with a Switch Cancel-friendly attack

You'll start hitting opponents with moves on Counter Hit when you create situations where you are at great advantage over them, such as after knockdowns, making them block your deep jump-in, or blocking one of their laggy attacks. The Counter message that appears onscreen is actually quick enough to help as a visual aid, which is one more thing to watch to signal success. Juggling repeated close standing fierces in this combo is not difficult. Just perform close standing HP as soon as possible after recovering from each Rising Uppercut.



Hammer Punch on Counter Hit sends the enemy into a slip hitstun state, which extends the length of their vulnerability. You can link after Hammer Punch with Lightning Crush. After Lightning Crush, link into Double Palm Thrust.



The second hit of Double Palm Thrust is canceled into MP Rising Uppercut. This attack lofts the enemy high up in the air and in perfect position for a Switch Cancel or a continued juggle from Heihachi.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





Catch the enemy with close standing HP as they descend and cancel into another MP Rising Uppercut.







This time, after catching the enemy with close standing HP again, cancel into Dragon Uppercut then finish it off by canceling into the P follow-up.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

BUFFERING CANCELS INTO WHIFFED POKES

Hit-confirmation is crucial to using many Special Moves and Super Arts effectively. Often (or even usually!) you *won't* want to cancel a normal move if the attack was blocked. But whiffed normal moves can't be canceled. You can use this to your advantage by whiffing cancelable pokes just outside the range of the opposing character and performing the command for a Special Move that will combo on a hypothetical hit. No confirmation is involved—just do it. Be sure to complete the motion *before* the normal move recovers or you'll just get a whiffed normal move, then the Special or Super you're attempting just after the normal recovers. That's not what you want! You want nothing to happen if the normal move whiffs.

However, if the opponent *does* move into range—for example, if they stick out a poke of their own that your poke Counter Hits or if they dash forward—then you'll cancel automatically into your desired follow-up. For example, whiffing Ken crouching MK ▷ Shippu Jinraikyaku just outside their dash range. If they dash into it or poke and get Counter Hit, your Super comes out automatically. What may look like a guess is actually a built-in sequence.

Poking with a solid attack that can chain into a Boost Combo follow-up even from outside point blank range works well too. (For example, Hugo standing LP buffered to crouching MK. If standing LP hits, your MK input causes the sweep to come out and knock down; if LP whiffs, nothing happens).

Cross-up diagonal J.LK, cr.LP, cr.LP, cr.MK ▷ ⇦ + KKK, Rain Dance P ▷ P ▷ ⇩, Phoenix P, st.MK, cr.HP ▷ ⇩ + PPP, Phoenix P ▷ MP MK (Switch Cancel to Jin), cr.MP, st.MK ▷ ⇨ N ⇩ ⇘, Special Step LP ▷ MP MK (Switch Cancel to Xiaoyu), cr.HP ▷ ⇩ + PPP, Phoenix ⇩ ⇘ ⇨ + HK

In this combo, Xiaoyu employs both of her Special stances before handing a combo off to Jin, who uses one of his movement Specials to hand the combo right back to Xiaoyu. This advanced combo illustrates many important things:

Exploiting ambiguous cross-ups

Hit-confirming using linked normal moves

Canceling into stances and movement Specials to prolong combos and juggles

Juggling using linked normal moves

Switch Canceling mid-combo to get around juggle potential limitations

Tagging between teammates multiple times in one combo

Mid-combo Switch Cancels give you an opportunity to burn Cross Gauge to extend combos to and push combo damage to the maximum without using EX Special Moves or Super Arts. Some characters will just have good synergy handing combos back and forth to one another with Switch Cancels. As you'll see here, Xiaoyu can hand a juggle to any character by Switch Canceling from Wave Crest, and Jin can hand off juggles easily using Thrusting Uppercut. This combo could actually do a lot more damage with less hits at the beginning, but it serves as an example of using stance cancels and long hit-confirms. In an actual match, you'd likely be more selective with meter.

By coming up with good Switch Cancel juggles between your favorite teammates, you might be able to inject unique personality into your combos while also dealing good damage. Avoid Switch Cancel combos when your sidelined teammate has a lot of recoverable vitality left to regenerate. Tagging them back in prematurely wastes a lot of potential health. The same goes for using Cross Rush combos and Launcher combos. Avoid tagging in combos when you have ailing fighters.

For a similar reason, you might save Cross Gauge in juggles until you have a full meter, rather than spending two or three blocks on stylish Switch Cancel combos that hand the enemy back and forth between your teammates. Although you can push maximum raw damage further with optimized tag combos, any combo into a Cross Art will erase *all* the recoverable vitality from the victim. Depending on the match situation, that might be more valuable than dealing a little more damage or wowing the crowd.

The pendulum of usefulness can swing back to Switch Cancels with certain Gem configurations, though. Set your team up to generate Cross Gauge more quickly through Gems, and you might be able to tailor combos that involve three or four Switch Cancel tags rather than the "paltry" two featured in this combo!





Xiaoyu is jumping on top of Guile ambiguously. Depending on whether the Xiaoyu player attacks early or deep, and depending on what the Guile player does, the attack may or may not pass over to the other side, resulting in a cross-up. Here, diagonal jumping LK crosses to the other side while also striking as a Counter Hit against Guile's failed attempt to anti-air, likely with cr.HP or an error in Flash Kick input.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





Crouching LP is linked upon landing then immediately linked again into itself. Opening with two linked light punches at the beginning gives the player time to verify whether the hits are successful or not. If blocked, the rest of the combo is not performed, and a secondary mix-up may be attempted. Against opponents eager to take momentum back with reversals, it's prudent to just block yourself after failed offensive openings. The opponent may retaliate to your blocked light attacks with something you can block and then punish.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





If crouching LP x2 is successful, link crouching MK and immediately buffer an input of ⇦ + K K K . This cancels crouching MK into Rain Dance stance. During this stance, Xiaoyu turns her back to her opponent and gains access to several unique attacks.



One of these attacks is a multi-hit attack called Dark & Stormy, initiated by pressing P during Rain Dance, which starts with a forward-lunging forearm smack.







Some characters, particularly those hailing from the Tekken *franchise, have layered Special Moves and unique attacks that allow for variations, depending on what you do while an attack is already in progress. Press P before or during the first hit of Dark & Stormy and Xiaoyu will cancel from Dark & Stormy into her pinwheel-motion punch called Turn of Fortune. Turn of Fortune hits several times as Xiaoyu spins. Tap ⇩ at any time during Turn of Fortune to cause Xiaoyu to finish the move by transitioning into Phoenix stance.*

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





As soon as Xiaoyu is able to act in Phoenix stance, press P to produce Wave Crest, an elbow strike that will pop the target up high into a floating state, which sets them up for a follow-up juggle.





The ability of a character to perform effective juggle combos is based on screen position, their available attacks, and the juggle potential carried by each attack. Moves with low juggle potential will drop floating opponents after just a hit or two, while moves with higher juggle potential can keep floating foes aloft even after three or four hits. Here, the floating opponent is juggled with standing MK, which moves Xiaoyu forward so the kick will catch them before they hit the ground.







To generalize, heavier attacks and more meter-costly moves have higher juggle potential than weaker attacks or non-EX Specials. Super Arts and Cross Arts tend to have the highest juggle potential, which would make them more natural juggle enders if damage scaling didn't adversely affect damage at the end of long combos so much. Squeezing a hefty 10% of normal Super Art damage at the end of a long combo isn't really worth it, unless it will seal the win. (Or embarrass a rival!)

Here, st.MK has popped the enemy in position for crouching HP to be used to continue the juggle. Take care to link crouching HP rather than pressing it too quickly and getting a Boost Combo of st.MK ▷ cr.HP. You don't want a Boost Combo in most juggles, because Boost Combo chained normals have longer recovery and extra damage scaling applied to them, and they don't allow for cancels into non-EX Special Moves. Just as cr.HP hits, input ↓ + P P P to cancel crouching HP into Phoenix stance.





Press P during Phoenix stance for another Wave Crest in the same combo. This time all of Xiaoyu's solo juggle potential is just about used up, but there is a way around this, which Wave Crest happens to set up perfectly. Attacks that pop the victim up high make ideal moves to Switch Cancel with MP MK, which tags in your partner and resets juggle potential!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





Here Jin rushes in, stopping just where Xiaoyu has launched the adversary. Catch their floating body with Jin's crouching MP just before they land. Depending on the teammates you select and their screen position when you Switch Cancel mid-combo, your options to squeeze the most damage out of Switch Cancel juggles will vary.







After juggling with cr.MP, stand and juggle with standing MK. Immediately after inputting st.MK, buffer the motion ⇨ N ⇩ ⇘ to cancel st.MK into Special Step. Just as Xiaoyu has Rain Dance and Phoenix stances to incorporate into her pressure and combos, so Jin also has some movement Specials that lead to unique attack follow-ups.





Pressing LP while Jin rushes forward during Special Step will cause him to channel his Mishima energy into Thrusting Uppercut. Like Xiaoyu's Wave Crest, this punch pops them high up in the air…so if you have another block of Cross Gauge to spare, it's a great place to Switch Cancel again!







After Xiaoyu returns, juggle the opponent with her crouching HP canceled into Phoenix stance again…

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





…then cap it off with ↓ ↘ → + HK to finish the combo with Rising Phoenix from Phoenix stance!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



ADVANCED CONCEPTS

LEARN OPPONENT'S UNSAFE MOVES

When learning match-ups, one of the first things to research is how to punish your opponent's unsafe moves. This can be done almost solely by comparing frame data, though there are exceptions (which will be detailed ahead). The basic idea is that an attack's startup must be less than or equal to an attack's advantage on block. For example, Paul blocks Raven's Skull Smasher Feint, which is -5 on block. Paul would like to punish it with cr.HP into EX Phoenix Smasher, but cr.HP starts up in 8 frames, which is 3 frames too slow to punish in a -5 situation. However, Paul can instead use st.LP into EX Phoenix Smasher; st.LP starts up in 3 frames, giving you a 3-frame window to punish.

However, using frame data to discover ways to punish unsafe attacks does not take into account positioning. Consider the example of Ryu blocking Jin's Thrusting Uppercut, which is -3 on block. Ryu's HP Shoryuken starts in 3 frames, so this should work as a punish to Thrusting Uppercut. However, blocking Thrusting Uppercut causes you to get pushed back too far to connect with a reversal HP Shoryuken, which is not explicitly expressed in frame data. Given this scenario, it's important to be empirical about testing punishes in Training mode to make sure they work as advertised.

INPUT PRIORITY

When two or more buttons are pressed simultaneously, the game has several checks to determine the outcome. Of course, if the buttons are LP LK /MP MK /HP + HK then those actions (throw attempts, team-oriented actions like Switches, and Launchers) will be initiated. If the buttons used together don't have a specific command, then the highest-priority input will occur. The hierarchy of input priority is as follows:

LP < LK < MP < MK < HP < HK

Apart from the most obvious implication—that heavies take precedence over mediums, and mediums over lights—this also shows that in the event an identical-strength punch and kick are pressed simultaneously, the kick takes precedence.

Because of the way *SFxT* reads inputs, some shortcuts and advanced techniques can be used to improve move execution and combo success rate and to inject easy option selects into common scenarios.

COMMAND SHORTCUTS

As in *Street Fighter 4* and its iterations, several of the archetypal commands Capcom fans have grown used to since 1991's *Street Fighter 2: World Warrior* are not as rigid as they are in most fighters since then. Take the classical "dragon punch" motion of ➡ ⬇ ↘ + P. In most games, what you see is what you get—to produce a Shoryuken, a straight-forward input must be followed by down, then down-forward plus the desired button to determine strength. In *SFxT*, a motion of ↘ ⬇ ↘ can also be used to consistently perform ➡ ⬇ ↘ -type moves. (Direction doesn't matter. For backward dragon punch Specials involving ⬅ ⬇ ↙, ↙ ⬇ ↙ works as well). For the game's purposes, all it requires is *any* forward tap, followed by any downward tap, into down-forward.

In practice, as in *SF4*, this means it's much easier to perform dragon punch motions out of certain positions, and non-obvious positional advantages may also be conferred. Many "dragon punch" moves serve as alpha examples of good anti-air attacks, yet performing the strict motion of ➡ ⬇ ↘ against incoming jump-ins means that your character might be considered standing, even if only for a frame or two, and therefore taller and more susceptible to the jump-in, which might get you Counter Hit. By using the motion ↘ ⬇ ↘ in this situation, your character is never made to stand briefly, even for an imperceptible amount of time. Thus, safety is increased. The same situation can arise for things like trying to use ➡ ⬇ ↘ /⬅ ⬇ ↙ moves to retaliate against enemy moves that usually only strike standing opponents, like hurricane kicks. Using a strict dragon punch motion might result in eating the hurricane kick instead of countering it, while using the ↘ ⬇ ↘ or ↙ ⬇ ↙ shortcuts will lead to a clean counter.

Additionally, moves that call for an input of ⬅ ↙ ⬇ ↘ ➡ or ➡ ↘ ⬇ ↙ ⬅ do not actually require all five directions to count. ↙ ⬇ ↘ ➡ works just as well as ⬅ ↙ ⬇ ↘ ➡, and ↘ ⬇ ↙ ⬅ works just as well as ➡ ↘ ⬇ ↙ ⬅. This can have similar benefits to using ↘ ⬇ ↘ in place of ➡ ⬇ ↘. Avoiding completely lateral ➡ or ⬅ at the beginning of the motion means that your character is not made to potentially stand briefly at the outset, lowering vulnerability to certain things. This also makes it more natural to perform certain combos. For example, Ryu can open with crouching MP, link crouching MP, then link crouching MK and cancel to Joudan Sokutogeri. The motion for this is listed as ⬅ ↙ ⬇ ↘ ➡ + K, which makes the cancel from crouching MK unnatural (forcing you to quickly change inputs from down or down-back while performing crouching MK, to laterally back, and then rolling to down to forward for the Geri kick cancel). Simply holding ↙ while linking crouching MK allows a much more natural roll to ⬇ ↘ ➡ for the cancel.

The same is true for supposed "360" Special Move throws possessed by characters like Hugo, Kuma, and Zangief. There are eight directions in a full 360, but these special throws actually require only six continuous points on the stick or d-pad in order to register. This makes ⬅ ↙ ⬇ ↘ ➡ ↗ and ➡ ↘ ⬇ ↙ ⬅ ↖ the most natural, least error-prone inputs. Oddly, 360 moves strictly require even fewer inputs than that. Certain types of custom controllers, or playing *SF* games on PC, allow for verification of this: motions of only all four cardinal directions or only all four intercardinal diagonals, *in any order*, will produce a 360 command! So ➡ ⬅ ⬇ ⬆ and ↙ ↘ ↖ ↗ are both examples of commands that will work. If you play with a d-pad, a custom controller, or a keyboard, you might actually find a variation of one of these inputs more to your liking!

PLINKING

Plinking is an input technique that originated with *SF4*. As mentioned before, certain inputs, read together, will be interpreted as a single input of highest priority. For example, pressing MP LP will simply be interpreted as MP. However, there's a wrinkle to this. If the buttons are separated by *only* one frame, such that you press the desired button first, and then immediately drum a lower-priority button on the *very next frame*, the game will essentially interpret that as your desired button pressed on consecutive frames. This is for two reasons. One, you started out by pressing your desired button alone. And two, pressing buttons on consecutive frames is interpreted as a simultaneous press for purposes of making game inputs more lenient. After all, no one on earth can press two buttons on the exact same frame every time, so how can they require so many seemingly simultaneous inputs, like throws, team actions, and so on? Because the buttons don't have to be pressed simultaneously. It turns out that adding just one frame of leniency means that just about anyone can get the game to recognize inputs that are intended to be simultaneous but are just slightly off.

Some techniques require very tight timing in order to work. One-frame links require a button to be pressed at precisely the right frame in a game running at 60 frames per second. Learning to plink properly makes these techniques much easier. A proper plink grants two frames in which the game can interpret a command the way you'd like instead of just one. In the case of one-frame links, this is doubling your chances, which is no small benefit. Plinking becomes less useful with links that require less precision. For something like linking Balrog crouching MK, crouching LK, no plink is required. In fact, plinking in that situation is closer to turning something that's already relatively easy into a pointless dexterity challenge.

Plinking isn't just for hard links, though. By using plinking in tight poking spots, you can also increase the likelihood you'll get the desired poke out in the right space and through gaps in your opponent's offense or defense. Mastery of plinking for both combos and pokes will generally iron out inconsistencies in your technical results and win you a few close poking exchanges you might otherwise miss out on or lose. And this is a skill that also translates well to other games, such as playing just about any character in *Super Street Fighter IV* or playing Dante in *Ultimate Marvel vs. Capcom 3*.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

OPTION SELECTS

An option select is a sequence of inputs designed to cover multiple outcomes in a given situation. This is often accomplished by taking advantage of the hitstop that happens when attacks make contact with an opponent. This is performed by doing an attack and then inputting the command for a second attack as soon as the first makes contact. If timed within the would-be hitstop window, the second input will have no effect on hit, but *will* be performed on whiff because no hitstop window exists to eat the inputs. By inputting another command during this hitstop, you cover the scenario of the attack making contact (which is simply the attack hitting) and also the attack whiffing (your option-selected attack will occur).

As an example, Ryu scores a hard knockdown on M. Bison, then wants to perform a cross-up with diagonal J.MK. M. Bison can avoid this by performing his Bison Warp on wakeup. However, Ryu has an option select of HK Tatsumaki Senpukyaku performed just as J.MK should make contact. If M. Bison decides not to warp, he is forced to deal with the cross-up, and the HK Tatsumaki Senpukyaku input does nothing since it is executed during hitstop. If he decides to perform Bison Warp, Ryu's J.MK will whiff, causing him to land earlier than if it was hit or blocked, in which case the HK Tatsumaki Senpukyaku is performed and catches M. Bison upon Bison Warp recovery!

Another example is King on Ken's wakeup. After a knockdown, King can cross-up deep with J.MK, which Ken can try avoiding with a backdash, which is invulnerable on startup for 8 frames. However, King can input HP Giant Swing just as J.MK would make contact, which in this case is also the same timing in which King would recover after a whiffed J.MK. If Ken decides to block, the HP Giant Swing input becomes void, and King can start a combo or blockstring on reaction to the block. If Ken decides to backdash, J.MK will whiff, which results in King landing early enough to execute HP Giant Swing, which has enough reach to catch Ken upon backdash recovery!

You can also option select throw escapes. Escaping a throw is done by pressing LP LK within 5 frames of the beginning of the throw. However, the game will accept an input of ↗ + LP LK, better known as a crouch tech or OS tech. Crouch teching is a three-pronged option select that has 3 functions: cr.LK, throw, and low block. If you sense a throw attempt coming, pressing ↗ + LP LK will execute a cr.LK, which can possibly interrupt their mix-up, tech a throw attempt, or block if the opponent attacks early. This tactic works well with characters who have a fast cr.LK, such as M. Bison or Jin.

It is important to time this technique late. An opponent can time their throw in such a way that it throws your cr.LK attempt on startup, which works because you cannot escape throws if in startup or recovery of an attack. Opponents can also walk forward during a blockstring to fake a throw, then frame trap with a quick attack to interrupt your cr.LK. Another way to deal with crouch teching is to counter cr.LK with an attack that dodges low attacks, such as Ibuki's Bonsho Kick or Xiaoyu's Cyanide. Because of these counters, crouch teching should not be abused.

TEAM ROLES

Team synergy is an important thing to consider when constructing a duo. Certain characters fall into certain roles within the team dynamic aspect of the game. They can be paired with a character who complements their style or makes up for their weaknesses. These roles include but aren't limited to:

Battery/User: Batteries are characters that can be effective without the use of Cross Gauge. In doing so, meter is built for a character who benefits from having large amounts of Cross Gauge to burn. An example of this is a team of Rolento/Rufus. Rolento is a momentum character whose bread and butter combo (see Rolento **Combo I**) is easily confirmed into and causes a hard knockdown. Rolento's strong mix-up game on an opponent's wakeup complements this, which leads again into the same combo. He needs no meter to execute this sequence, and its damage adds up after one or two repetitions. Holding off from using meter allows Rufus to take advantage of it instead, getting full use of the powerful EX Messiah Kick.

Bad Matchups/Good Matchups: A team constructed with certain matchups in mind does well to keep the focus and goals of the team solid. Players with the ability to adapt on the fly can benefit greatly from constructing such a team, so you can switch one character out for another to avoid bad matchups. With a solid gameplan, an offense/defense duo of Kuma/Kazuya can effectively take on a combo starter/ender duo of Jin/King. Jin can keep out Kuma with Penetrating Fist, so Kazuya takes over in this matchup. King must fight up close, the range in which Kuma can land his high-damage combos. The best kind of offense/defense duos are those that are not only well balanced but flexible as well and able to deal with any challenge on the fly. Another example of this is Dhalsim, who can give great trouble to many characters. However, if you are unable to effectively deal with certain Dhalsim matchups, you can choose a partner who counters those characters who give your Dhalsim trouble.

Combo starter/finisher: Teams can be constructed to pair characters who, through the use of Switch Canceling, have high damage combos due to the way in which their combos can be connected. Jin is an example of a character who can fall into the role of combo starter easily because of how effectively he can juggle into Thrusting Uppercut into a Switch Cancel. An example of a character who can fit the role of combo ender is King, who has a high-damage Switch Cancel combo of two Jumping Knee Lifts juggled into cr.HP into HP Running Jaguar Bomb. Finding two characters who work well to begin and end each other's combos ensures that damage output is not an issue for you.



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

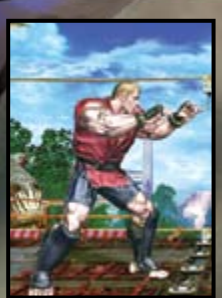
Abel

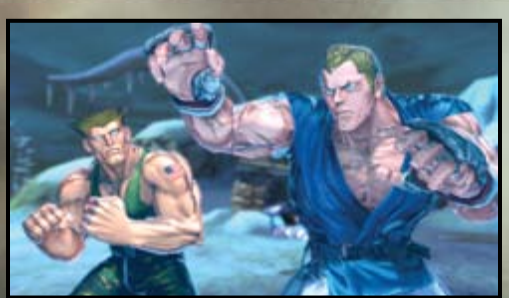
Seeking His Past

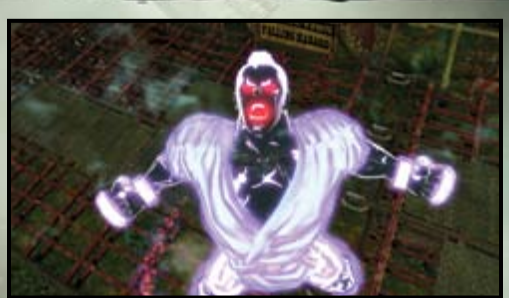
A young man that was created and destined to become a replacement body for M. Bison. He was discarded as a faulty product, but managed to survive. In order to find out the truth about his past, he pursues Shadaloo. After learning that Shadaloo is after a mysterious box that crash-landed into Antarctica, he partners with Guile to infiltrate the frozen continent.

Win Comment 1: What a great fight! Thank you.
Win Comment 2: This time victory is mine, but challenge me again someday!
Win Comment 3: Seiyaa!


Color 1


Color 2


Military Spirit


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



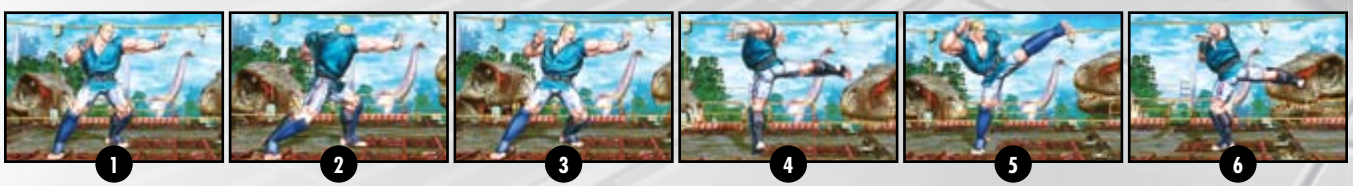


DATA ARSENAL

Vitality	1050
Forward Dash Duration	16 frames
Backdash Duration	8 frames invulnerable, 10 frames airborne, 9 frames grounded (27 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	5	2	8	+7	+3	—	Rapid fire cancelable into light normal attacks
2	Standing MP	High	60	6	6	14	+1	-3	—	—
3	Standing HP	High	90	12	3	20	+2	-3	—	—
4	Standing LK	High	30	5	3	10	+4	0	—	—
5	Standing MK	High	60	7	2	17	0	-4	—	—
6	Standing HK	High	90	15	2	21	+2	-3	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	20, 10	4	3(7)3	11	+3	-1	1st hit SM, EX, SA, CA	Rapid fire cancelable into light normal attacks
2	Close standing MP	High	40, 20	5	3(7)2	18	+1	-3	1st hit SM, EX, SA, CA	—
3	Close standing HP	High	60, 30	4	3(7)2	22	+1	-4	1st hit SM, EX, SA, CA	—
4	Close standing LK	Low	30	5	2	8	+7	+3	—	—
5	Close standing MK	High	60	8	2	20	-1	-5	SM, EX, SA, CA	—
6	Close standing HK	Crouchable high/Mid	90	7	4, 2	22	-3,+1	-9	—	Mid on final 2 active frames, mid attack ground bounces on crouching Counter Hit

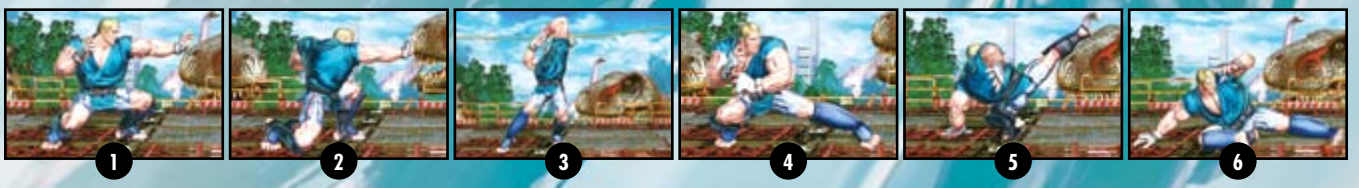


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

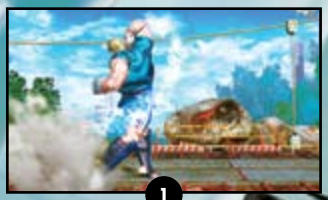
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	5	2	8	+7	+3	SM, EX, SA, CA	Rapid fire cancelable into light normal attacks
2	Crouching MP	High	60	6	3	17	+1	-3	SM, EX, SA, CA	—
3	Crouching HP	High	60, 30	9	4	21	Floats	-1	SM, EX, SA, CA	—
4	Crouching LK	Low	30	5	2	8	+6	+2	SM, EX, SA, CA	Rapid fire cancelable into light normal attacks
5	Crouching MK	High	60	8	5	15	+1	-3	SM, EX, SA, CA	—
6	Crouching HK	Low	90	11	3	25	Hard knockdown	-8	SM, EX, SA, CA	—



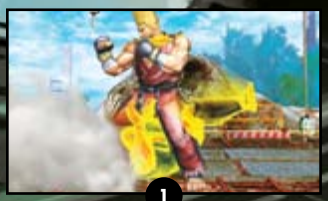
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



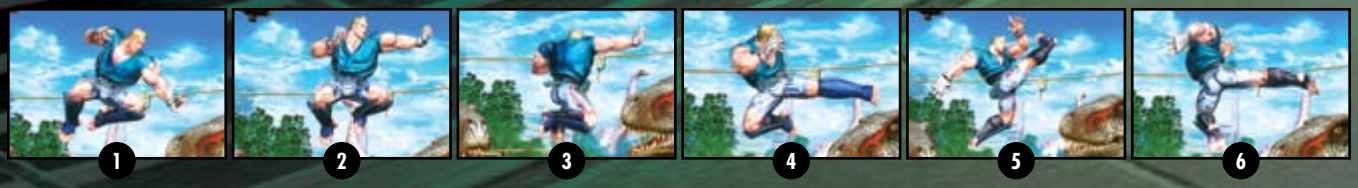
Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	—	—	—	—	24	—	—
Notes								
Similar to LP Marseilles Roll, full body invulnerability frames 1-23								



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	5	4	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Vertical jumping MP	Mid	70	6	7	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Vertical jumping HP	Mid	100	9	4	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Vertical jumping LK	Mid	40	6	10	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Vertical jumping MK	Mid	70	6	5	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Vertical jumping HK	Mid	100	9	4	Until grounded, then 4 frames recovery	+20	+8	—	—

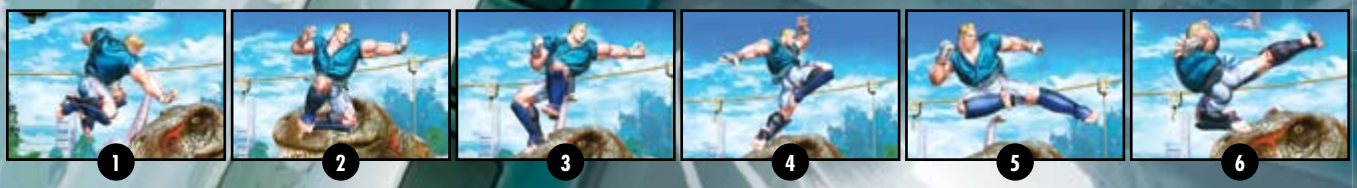


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

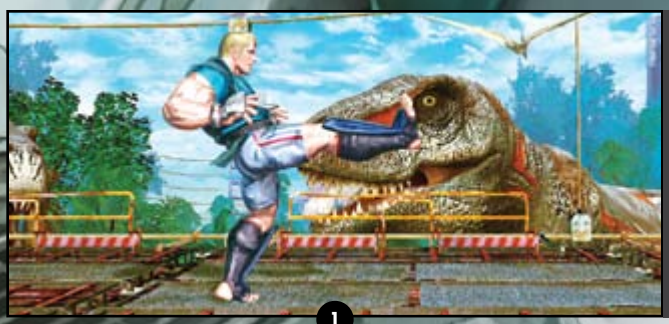
Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	5	7	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Diagonal jumping MP	Mid	70	6	10	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Diagonal jumping HP	Mid	100	5	8	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Diagonal jumping LK	Mid	40	5	5	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	6	6	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Diagonal jumping HK	Mid	100	6	5	Until grounded, then 4 frames recovery	+20	+8	—	—



Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Forward Kick	⇨ + MK	High	80	8	2	15	-1	-1	Forward Dash	—

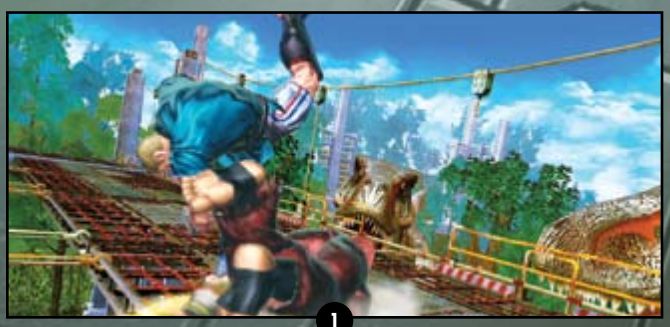


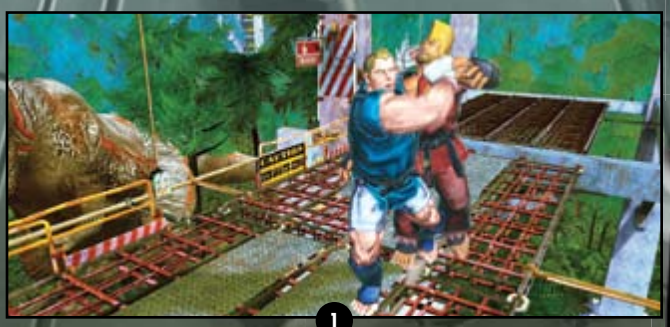
Forward Kick: Abel performs an attack that is similar to close standing MK, but this version of the attack is safe on block and cancelable into forward dash. Using this attack well is key to Abel's offense—it allows him to keep dashing at an opponent and keep up pressure, and on hit he can combo directly into standing HP! Abel is +6 after canceling from a dash if the attack hits, and only -1 if the kick is blocked. That disadvantage is harmful to Abel's game because it's hard to mix up your opponent with a throw if they can easily knock you out of it by hitting buttons. Still, it's worth a shot, depending on how good your opponent's reactions are.

WHAT A GREAT FIGHT! THANK YOU.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Pincer Throw	⇨ or N + LP LK	Throw	130	7	2	20	Hard knockdown
2	Drop Throw	⇦ + LP LK	Throw	130	7	2	20	Hard knockdown



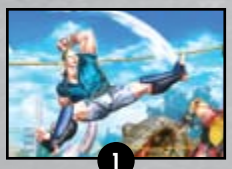


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LK Wheel Kick	↓↙← + LK	Mid	100	21	7	22	-2	-7	—	Airborne frames 12-29
	MK Wheel Kick	↓↙← + MK	Mid	110	25	7	24	-4	-9	—	Airborne frames 15-33
	HK Wheel Kick	↓↙← + HK	Mid	120	28	7	25	-5	-10	—	Airborne frames 17-36
	EX Wheel Kick	↓↙← + K K	Mid	50, 100	19	10	22	-2	-7	—	Full body projectile invulnerability frames 1-18, attacking leg projectile invulnerability frames 19-28, airborne frames 13-30
2	LK Marseilles Roll	↓↘→ + LK	—	—	—	—	28	—	—	—	Full body invulnerability frames 6-23, vulnerable to throws
	MK Marseilles Roll	↓↘→ + MK	—	—	—	—	31	—	—	—	Full body invulnerability frames 6-26, vulnerable to throws
	HK Marseilles Roll	↓↘→ + HK	—	—	—	—	33	—	—	—	Full body invulnerability frames 6-27, vulnerable to throws
	EX Marseilles Roll	↓↘→ + K K	—	—	—	—	34	—	—	—	Full body invulnerability frames 1-29, vulnerable to throws
3	LP Falling Sky	→↓↘ + LP	Air throw	140	6	2	31	Hard knockdown	—	—	—
	MP Falling Sky	→↓↘ + MP	Air throw	150	7	4	31	Hard knockdown	—	—	—
	HP Falling Sky	→↓↘ + HP	Air throw	160	10	7	32	Hard knockdown	—	—	—
	EX Falling Sky	→↓↘ + P P	Air throw	160	8	2	31	Hard knockdown	—	—	Full body invulnerability frames 1-9, vulnerable to throws
4	LP Tornado Throw	→↘↓↙← + LP	Throw	140	6	2	51	Hard knockdown	—	—	—
	MP Tornado Throw	→↘↓↙← + MP	Throw	150	6	2	46	Hard knockdown	—	—	—
	HP Tornado Throw	→↘↓↙← + HP	Throw	160	6	2	40	Hard knockdown	—	—	—
	EX Tornado Throw	→↘↓↙← + P P	Throw	200	7	2	55	Hard knockdown	—	—	Full body invulnerability frames 1-6, vulnerable to throws
5	LP Shoulder Tackle	←(charge)→ + LP	High	90	24	8	19	Knockdown	-5	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art
	MP Shoulder Tackle	←(charge)→ + MP	High	90	24	8	20	Knockdown	-6	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art
	HP Shoulder Tackle	←(charge)→ + HP	High	90	24	8	21	Knockdown	-7	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art
	EX Shoulder Tackle	←(charge)→ + P P	High	100	10	10	14	Wall bounce	-2	—	Can be Super Charged: 100 frames for Super Art



Wheel Kick: During this attack, Abel steps forward and swings his leg to perform an overhead kick against his opponent. As a mid attack, Wheel Kick is effective but is slow enough for your opponent to see it coming. The MK and HK versions of this attack have good reach but are both unsafe on hit, making them difficult to use against characters with quick reversals. The LP version is safe except for very fast Super Arts. Unfortunately, its reach makes it difficult to use in open space and it's unsafe if blocked. It's decent as a combo ender, but it is inferior to Falling Sky because it deals less damage and doesn't cause a hard knockdown. EX Wheel Kick is projectile invulnerable until it hits, making it a decent anti-projectile attack, but LK Marseilles Roll is as easy to use and doesn't cost meter.

Marseilles Roll: This special maneuver makes Abel to roll across the ground and is invulnerable during most of its duration. Against long range pokes and projectiles, Marseilles Roll is Abel's best method of closing distance to an opponent. Marseilles Roll isn't invulnerable from the first frame, so it is useless as a reversal. EX Marseilles Roll is invulnerable from the first frame but has longer recovery than the normal versions, so it can be easily punished if your opponent sees it coming.

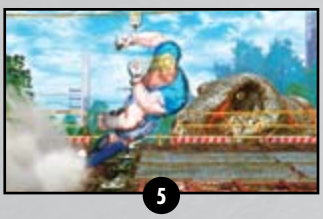


Falling Sky: This anti-air throw attack causes Abel to quickly grab an airborne opponent and slam them into the ground. Falling Sky is best used at the end of a combo where it can deal big damage or at the end of any juggle combo. The arm that Abel grabs with is mostly invulnerable, making this attack a decent anti-air, but it will lose to most deep jump-ins because most of Abel's body is vulnerable. EX Falling Sky is invulnerable during startup, making it an effective, high damage anti-air.





Tornado Throw: Abel grabs an opponent and spins them in the air before slamming them into the ground during this untechable command throw. Each version of Tornado Throw does different damage and has varying range. The LP version has the longest reach but does the least damage. The HP version does the most damage and has the shortest reach. The MP version falls somewhere in the middle. The LP version is the most effective because it only does 20 damage less than the HP version and has considerably more range. Unlike *Street Fighter IV*, Tornado Throw is not invincible to throws, meaning opponents can easily throw Abel out of this attack with a faster command throw or a normal throw. EX Tornado Throw is invulnerable to strikes and projectiles from frame 1 and is an excellent reversal attack against grounded opponents, but it is still vulnerable to throws.



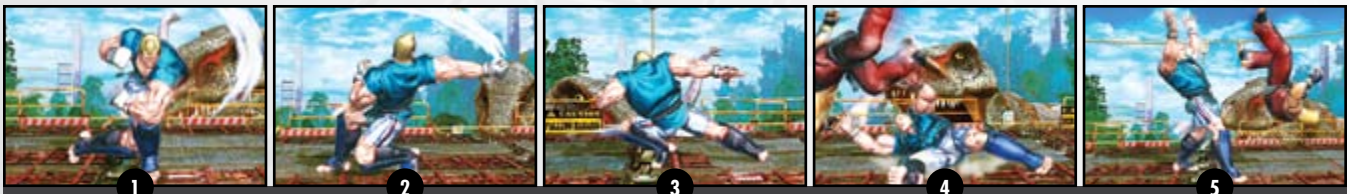
Shoulder Tackle: New to *Street Fighter X Tekken*, this attack is a charging shoulder that looks similar to Abel's Focus Attack in *Street Fighter IV*. The normal version of this attack is difficult to use because it is unsafe on block and only combos off close or crouching HP. This is Abel's Super Chargeable attack and it is one of the best Super Charges in the game—when fully Super Charged, Shoulder Tackle turns into Breathless, which is a strong Super Art and can be canceled if your opponent does not make their character vulnerable to it. Because this attack is a charge move, it's difficult to use as a meter builder by Super Charging and then canceling into a dash. EX Shoulder Tackle combos off of crouching MP and wall bounces an opponent, allowing Abel to exceed 300 damage in a combo starting from a crouching LK.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Change of Direction—↓ ↘ → + P

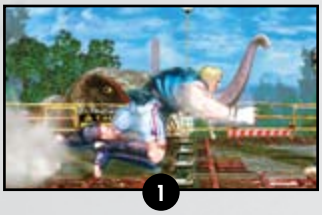
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Change of Direction	↓ ↘ → + LP	High	30	15	3	24	+3	-5	Second Mid, Second Low	Forces standing on hit
	MP Change of Direction	↓ ↘ → + MP	High	40	17	3	25	+2	-6	Second Mid, Second Low	Forces standing on hit
	HP Change of Direction	↓ ↘ → + HP	High	50	18	3	24	+3	-5	Second Mid, Second Low	Forces standing on hit
	EX Change of Direction	↓ ↘ → + P P	High	50	18	3	24	+3	-5	Second Mid, Second Low	Armor frames 1-20, forces standing on hit
2	Second Mid	(after Change of Direction) P	Mid	70	16	4	26	-3	-9	Finish Mid, Finish Low	Forces standing on hit
3	Second Low	(after Change of Direction) K	Low	90	23	4	24	-1	-6	Finish Mid, Finish Low	—
4	Finish Mid	(after Second Mid or Second Low) P	Mid	100	11	2	45	Knockdown	-30	—	—
5	Finish Low	(after Second Mid or Second Low) K	Low	140	23	2	54	Ground bounce	-39	—	—



Change of Direction, Second Mid, Second Low, Finish Mid, Finish Low: This attack starts a multi-stage attack beginning with a quick punch, followed by a mid or a low attack, then finishing with another mid or low attack. In many situations, Change of Direction is the go-to attack in combos with Abel because it combos off every cancelable move he has. If Change of Direction hits, immediately follow up with Second Mid and Finish Mid, which are the only attacks that combo off the first Change of Direction. As their names imply, Second Mid and Finish Mid are both overhead attacks, so your opponent must stand to block them. This gives you the chance to attack with the low-hitting Second Low and Finish Low attacks. Second Low and Finish Low are both slow, however, and easy for opponents to block on reaction. If Change of Direction is blocked, consider occasionally finishing the string with Finish Low, this allows you to inflict huge damage after it hits. If your opponent blocks Change of Direction, don't finish the string—both follow-ups are slow and can be beaten if your opponent mashes buttons. Performing Change of Direction while crouch blocking can often result in Shoulder Tackle instead—to avoid this, slowly roll from down-back to forward while hitting your opponent with crouching LP, LK, or MP. EX Change of Direction has full body armor, so you can use it to plow through your enemy's attacks. Don't waste your meter by doing it in combos because it doesn't increase damage any more than HP Change of Direction.

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Notes
1	Breathless	← (charge)→ + P P P	Throw	300	-6	6	72	Hard knockdown	—	64 frame cinematic freeze before attack begins, armor invulnerability frames 1 release, hold P P P to delay attack frames 1-90, input K to cancel attack between frames 1-75
	Breathless (cancel)	(during Breathless) K	—	—	—	—	22	—	—	—



Breathless: When this attack begins, Abel drops to his knees and prepares to dash at his opponent. If Breathless grabs an opponent, Abel spins them in a fireman's carry fast enough to create a tornado, that he releases his foe into before following them into the air and slamming them on the ground below. Breathless counts as a grab, so it cannot be comboed into. You can delay the timing of Breathless by holding down P P P and canceling the Super altogether by pressing K. Canceling Breathless may sound like a waste of bar, but if your opponent jumps backwards out of range, or over Abel, you can cancel it for safety. Delaying Breathless helps you to use it as anti-air—if you see your opponent jump toward Abel or straight up, hold the attack then release as your opponent lands. Breathless has one hit of armor, allowing you to blow through any attack on the ground.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓ ↘ → + MP MK	High	20, 10 x 5, 30	-9	2	41	Switch	-21
Notes								
74 frame cinematic freeze before attack begins, full body invulnerability frames 1-10								



Abel's Cross Art causes him to charge at his opponent with the intent to grab them. If he does, he pushes them to the corner and performs a shortened version of his Heartless Super Combo from *Street Fighter IV*. This attack is unremarkable as a Cross Art, so you should only use it in combos. It has low juggle potential, so you will probably want to plan out your combo before performing it.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

OVERVIEW



Marseilles Roll is invulnerable during most of its duration, making it a useful tool for closing distance.



The LP version of Tornado Throw has excellent reach, allowing you to grab an unsuspecting opponent with an untechable throw!

While Abel seems like a grappler at first glance, his strengths lie in his ability to use frame traps against opponents once they are afraid of his Tornado Throw. As a result, your first priority with Abel is to get in close and stay there. Thanks to Marseilles Roll, it's not too difficult to do—Marseilles Roll only has 4 frames of vulnerability at the end of the maneuver, making it difficult to punish. Since throws in this game are much slower than in *Street Fighter IV*, it is also more difficult to stop during its invulnerability period! If your opponent expects a Marseilles Roll, use that chance to walk toward them. It will be very difficult for your opponent to stop both approaches simultaneously, so force your way into Forward Kick range.

Once you are close, attack your opponent with crouching LP and LK, standing LK, and Forward Kick. If you push yourself out of range for your crouching attacks, make your opponent block Forward Kick then cancel into a dash and maintain proximity. When your opponent has blocked a crouching LP, you can put your opponent into an extremely effective mix-up—another LP, Tornado Throw, and standing HP! Time your crouching LP with just enough gap for your opponent to jump. They'll typically be most afraid of Abel's Tornado Throw, so your staggered LP can hit them during their pre-jump frames and allow you to convert into a combo with Change of Direction or EX Shoulder Tackle! Standing HP works similarly. If your opponent is impatient and trying to jump or mash buttons, time standing HP to Counter Hit and cancel into Change of Direction for a quick 230+ damage! Abel's close standing MK turns into a mid attack, giving you an additional way to open up a blocking opponent that's less risky than a missed Tornado Throw. If opponent is content to simply block, grab them with Tornado Throw!

If you hit with a Tornado Throw, roll up to your grounded opponent with LK Marseilles Roll or dash up and cross up your opponent with jumping MK. The cross-up option can lead to huge damage. However, if your opponent forward rolls on the ground, they'll easily escape your pressure. LK Marseilles Roll leaves you directly next to your opponent, giving you the chance to choose the best option based on whether they forward rolled or got up in place. This leaves you in perfect range to Tornado Throw your opponent again. To punish your opponent for trying to jump away from another Tornado Throw, attack with Forward Kick cancelled into a dash or crouching LP to prevent them from jumping.



The armor on Breathless makes it an excellent anti-air!



Crouching MK causes Abel to get low to the ground and attack using a high-angled kick, making it a great anti-air.

It can be difficult to anti-air with Abel because his anti-airs depend on his opponent's angle of attack. Against characters approaching from a narrow angle in front of Abel, hit them out of the air with crouching MK. Against characters jumping in deep, you don't have many options other than to grab them with Falling Sky or to block. The normal version of Falling Sky can safely anti-air many jump attacks, but the move has to be performed early because it's slow and only grabs jumps when they're high. EX Falling Sky is invincible to aerial attacks, so feel free to use meter if you want a more consistent anti-air attacks. If you simply want to avoid confrontation altogether, escape your opponents' jump attacks by rolling away with Marseilles Roll. Abel's most effective anti-air is Breathless, which can absorb any jumping attack and grab an opponent on landing. But it's expensive and requires a charge, so you might not have it available in many situations. If you have the meter to spend and are holding a charge, however, punish your opponent for big damage by using Breathless to take their breath away!

Without meter, Abel does not have reversal attacks against ground attacks, making ground defense difficult. Against pressure, you should look for a chance to simply back away from your opponent or use Marseilles Roll against a particularly slow attack. LP Tornado Throw can occasionally work defensively if your opponent whiffs a move intended for you to block, although you shouldn't rely on this risky tactic. With meter, Abel has several reversal attacks that can be used for different situations—EX Tornado Throw, EX Change of Direction, EX Marseilles Roll, and Breathless. EX Tornado Throw will stop any ground attacks, but Abel is left defenseless for nearly a second if your opponent avoids it or if you misjudge its range. EX Change of Direction can absorb any attacks thrown at Abel and occasionally grab characters jumping to avoid Tornado Throw. However, it is unsafe if your opponent simply blocks. EX Marseilles Roll ignores whatever your opponent is doing and allows Abel to roll to safety. But if opponents see it coming, they can simply throw you, and you'll be stuck in an unadvisable situation once again. Breathless can grab blocking opponents and absorb attacks, but from close range your opponent can easily avoid it by jumping over you, making it an expensive risk. When Abel is on defense, it's best to simply be patient, read your opponent, and use the right reversal at the right time.

THIS TIME VICTORY IS MINE,

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LK ▷ cr.LP, cr.MP ▷ ↓↘→ + HP ▷ P ▷ P

235 damage

This should be your go-to combo with Abel because it deals good damage without spending any meter. The link from crouching LP to crouching MP is easy and leaves you in range to attempt a Tornado Throw if your attack is blocked. If you think any of the normal moves in this combo might be blocked, you can replace any of them with Tornado Throw to catch your opponent off guard. If you're holding down-back while performing most of this combo, there's a good chance you'll get Shoulder Tackle instead of Change of Direction, which is unsafe on block and won't combo off a connected MP. To avoid this, slowly roll from down-back to forward as you perform this combo or start the combo by holding down instead of down-back. If you do have a charge (and meter), replace Change of Direction and continue into **combo VI** for more damage!

II. → + MK ▷ →→, cl.HP ▷ ↓↘→ + HP ▷ P ▷ P

289 damage

Forward Kick is cancelable into a dash and leaves you at enough frame advantage to connect with the first hit of standing HP ! You have to cancel standing HP after the first hit because the second hit is only cancelable into Launcher.

III. Cr.HP ▷ ←(charge)→ + LP, cl.HP ▷ →↓↘ + HP

340, corner required

Using the floating property of crouching HP , you can get big damage in the corner off only a few attacks! You'll need to hit with Shoulder Tackle early so that you'll have enough time to throw out a close HP . Cancel the second hit of crouching HP into Shoulder Tackle, charge it for just a moment, and release so that your opponent falls on you as your Shoulder Tackle is already out. Then keep them in the air by quickly performing close HP .

IV. Crouching Counter Hit cl.HK, cl.HP ▷ →↓↘ + HP

300 damage

Abel's close HK is an overhead attack that ground bounces your opponent on crouching Counter Hit! It's difficult to set this up—you must be directly next to your opponent, who won't mash until you have enough time to start up close HK . Your best bet is to do it after a crouching HK , cross-up jumping MK , or Tornado Throw.

V. Cr.HP ▷ ↓↘→ + LK, cl.HP ▷ ↓↘→ + LP, cl.HP ▷ →↓↘ + HP

312 damage

If you land a crouching HP , you can land some big damage using this somewhat difficult combo. You must hit the opponent high with close HP then cancel into Change of Direction so it hits high. But if you do it too high, Change of Direction will completely whiff and put you under your opponent. If you hit the Change of Direction, perform close HP and cancel immediately.

VI. Cr.LP, cl.HP ▷ ←(charge)→ + P P, → + MK ▷ →→, → + MK ▷ →→, cl.HP ▷ →↓↘ + HP

342 damage, 1 block

EX Shoulder Tackle wall bounces the opponent on normal hit, making it the easiest way to get damage off a crouching LP or LK . Juggling with Forward Kick can be difficult—hit with the first Forward Kick as high as possible then dash and keep forward held down. As soon as you recover the dash, repeat the process. It's okay if your opponent looks like they're low to the ground after the second Forward Kick because you'll probably still have time to connect with close HP thanks to its speed. This combo will take some practice because the motion of performing Forward Kick, dash canceling, and performing it again is difficult.

VII. Counter Hit → + MK ▷ →→, → + MK ▷ →→, cl.HP ▷ ↓↘→ + HP ▷ P ▷ P

355 damage

If Forward Kick Counter Hits the opponent, you'll be left at enough frame advantage to connect another one! Use the same timing you would when performing **combo VI** to connect with this combo.

Combo Appendix

Sequence	Notes
Cr.LP ▷ cr.LP ▷ cr.LP ▷ st.LP ▷ st. LK	Trial 9
→ + MK ▷ →→, cl.HP	Trial 10
Cr.LK ▷ cr.LP ▷ st.LP , cr.MP ▷ ↓↘→ + LP ▷ P ▷ P	Trial 12
Cr.LP ▷ cr.LP ▷ cr.MP ▷ cr.HP ▷ ↓↘→ + K K	Trial 13
Cl.LP ▷ cl.MP ▷ cl.HP ▷ ←(charge)→ ▷ P P , ↓↘→ + LP ▷ P ▷ P	Trial 14, midscreen required.
Cr.LK ▷ cr.MP ▷ cr.HP ▷ ↓↘→ + K K , cr.LP , cr.HP ▷ →↓↘ + HP	Trial 16
J.HP , cr.HP ▷ ←(charge)→ + P P , ←(charge)→ + P P , ←(charge)→ + P P , cr.HP ▷ ↓↘→ + MK	Trial 18, midscreen required.
Cr.HP ▷ ↓↘→ + LK , st.HP ▷ ↓↘→ + LP , st.HP ▷ →↓↘ + MP	Trial 19, hit with the 1st st. HP as high as possible.
Cr.HP , → + MK ▷ →→, → + MK ▷ →→, st.HP ▷ →↓↘ + MP	Trial 20

BUT CHALLENGE ME AGAIN SOMEDAY!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Akuma

Master of the Fist

The wielder of the Satsui no Hado, a man called "the master of the fist," who has slaughtered opponents with the ferocity of a demon. He searches for strong opponents to do battle with in a game of life or death. He has sent numerous fighters to their demise. He has a keen interest in Ryu, the disciple of Akuma's brother Gouken, as he has the potential to bring forth the Satsui no Hado from inside him. Because of that, he appears now to guide Ryu to the box in the Antarctic.

Win comment 1: All of creation shatters before my fist!
Win comment 2: I have surpassed the limits of mere mortals!
Win comment 3: A true fight is a battle to the death! Honor, pride, fame, fortune…the pursuit of fools!


Color 1


Color 2


(no tag partner)


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



DATA ARSENAL

Vitality	850
Forward Dash Duration	16 frames
Backdash Duration	8 frames invulnerable, 10 frames airborne, 7 frames grounded (25 frames total)
Pre-jump Frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	3	2	9	+6	+2	SM, EX, SA, CA	Rapid fire cancelable into light normal moves
2	Standing MP	High	60	5	2	16	+3	-1	SM, EX, SA, CA	—
3	Standing HP	High	90	7	3	20	+2	-3	—	—
4	Standing LK	High	30	4	2	13	+2	-2	—	—
5	Standing MK	High	60	9	2	18	+1	-3	—	—
6	Standing HK	High, crouchable high	50, 40	8	2(8)2	18	+5	0	—	1st hit forces standing on hit, 2nd hit is crouchable if 1st hit misses or is blocked



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	4	2	10	+5	+1	SM, EX, SA, CA	Rapid fire cancel into light attacks
2	Close standing MP	High	60	3	2	14	+5	+1	SM, EX, SA, CA	—
3	Close standing HP	High	90	4	2	30	-7	-12	SM, EX, SA, CA	—
4	Close standing LK	High	30	5	2	9	+6	+2	—	—
5	Close standing MK	High	60	5	2	19	0	-4	SM, EX, SA, CA	—
6	Close standing HK	High	50, 40	6	2(3)4	21	0	-5	1st hit only: SM, EX, SA, CA	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

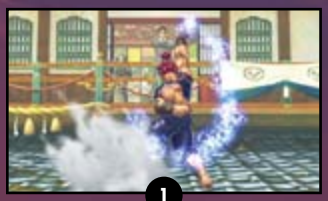
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	3	2	10	+5	+1	SM, EX, SA, CA	Rapid fire cancel into light attacks
2	Crouching MP	High	60	4	3	12	+6	+2	SM, EX, SA, CA	—
3	Crouching HP	High	90	6	4	26	-4	-10	SM, EX, SA, CA	Forces standing on hit
4	Crouching LK	Low	30	5	2	11	+4	0	SM, EX, SA, CA	Rapid fire cancel into light attacks
5	Crouching MK	Low	60	6	3	16	+2	-2	SM, EX, SA, CA	—
6	Crouching HK	Low	90	5	3	29	Sweep	-12	—	Causes sweep knockdown



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34	—
Notes									
Crushes crouching attacks, launches opponent while tagging in teammate									



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable
1	⇨ + HP HK (while blocking)	High	40 x3	4	19	46	Knockdown	-38	—
Notes									
Invulnerable frames 1-19, airborne frame 9, resembles EX Goshoryuken									



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	4	7	Until grounded, 4 frames landing	+12	+4	—	—
2	Vertical jumping MP	Mid	70	5	3	Until grounded, 4 frames landing	+16	+5	—	—
3	Vertical jumping HP	Mid	100	6	3	Until grounded, 4 frames landing	+20	+8	—	—
4	Vertical jumping LK	Mid	40	5	6	Until grounded, 4 frames landing	+12	+4	—	—
5	Vertical jumping MK	Mid	70	6	4	Until grounded, 4 frames landing	+16	+5	—	—
6	Vertical jumping HK	Mid	100	6	3	Until grounded, 4 frames landing	+20	+8	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

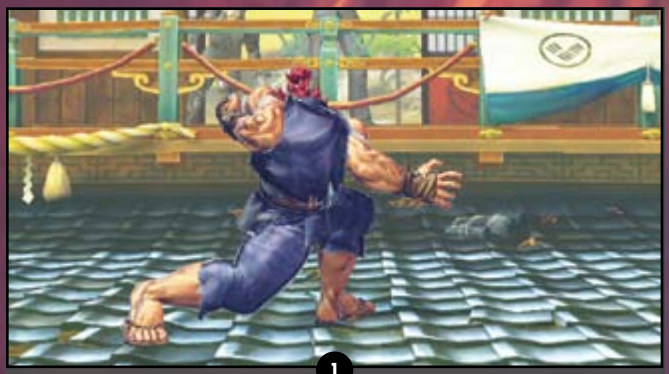
Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	4	7	Until grounded, 4 frames landing	+12	+4	—	—
2	Diagonal jumping MP	Mid	70	5	3	Until grounded, 4 frames landing	+16	+5	—	—
3	Diagonal jumping HP	Mid	100	6	3	Until grounded, 4 frames landing	+20	+8	—	—
4	Diagonal jumping LK	Mid	40	4	6	Until grounded, 4 frames landing	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	6	3	Until grounded, 4 frames landing	+16	+5	—	—
6	Diagonal jumping HK	Mid	100	7	3	Until grounded, 4 frames landing	+20	+8	—	—



Unique Attacks

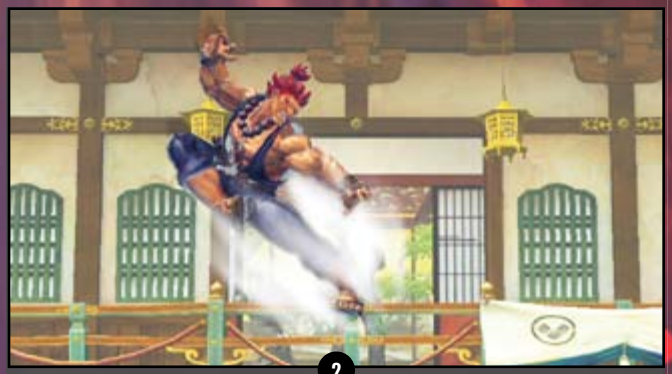
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Zugaihasatsu	⇨ + MP	Mid	40, 30	17	4	17	+4	-2	—	1st hit causes hard knockdown as Counter Hit against crouching opponent
2	Tenmakujinkyaku	(at top of forward jump arc) ⇩ + MK	Mid	70	13	Until grounded	4	+17	+4	—	Input ⇩ + MK between frames 17-22 of forward jump to execute attack, knocks down airborne foes



Zugaihasatsu: Akuma's overhead two-hit chop on the ground is fast enough that opponents can't block it purely on reflex. The opposing player will have to anticipate it to block it, which leaves their character exposed to Akuma's fast crouching kicks. If blocked, Akuma is left at a slight disadvantage of -2, which is safe from all but the fastest punishment. On a hit against a crouching opponent, Akuma is pushed back too far to link a combo, but the overhead provides some free damage. If ⇨ ⇩ MP hits a standing opponent, you can link st.LP or cr.MP afterward into a combo. But this isn't too likely—if they're standing, why aren't they blocking?

If this attack Counter Hits a crouching opponent, it will pop them into a floating position, but you can't catch them afterward midscreen. Against a cornered crouching foe, you can juggle with HP Goshoryuken after Zugaihasatsu Counter Hits.

Although this isn't true for other characters, Akuma can cancel any of his grounded normal moves, along with this chop, at virtually any time into Raging Demon. This makes Zugaihasatsu useful to buffer Raging Demon up close, so the initial LP press doesn't produce a light punch hit that reduces Raging Demon's ability to grab instantly at close range. Cancel Zugaihasatsu into Raging Demon before Zugaihasatsu hits at all. To do this, perform Zugaihasatsu canceled to Raging Demon with ⇨ ⇩ LP MP ~LP ~⇨ ~LK ~HP. You're basically just adding ⇨ ⇩ MP to the first LP of Raging Demon, and you're attempting to cancel Zugaihasatsu before it hits!



Tenmakujinkyaku: This is executed by inputting ⇩ ⇩ MK at the top of a forward jump. This dominant jump-in attack moves Akuma back to earth more abruptly than a normal jump-in attack and much sooner than after Zanku Hadoken.

The advantage of using Tenmakujinkyaku over Hyakki Gojin is that this version of Akuma's "dive kick" is actually a mid-hitting attack and will force the opponent to block standing. If they try to guard crouching, such as if they get used to blocking the Hyakki Gojin version of the dive kick, they'll be hit by Tenmakujinkyaku.

On a successful hit, you can convert into a combo in any circumstance. Be watchful as the dive kick connects with the opponent—you have time to hit-confirm off Tenmakujinkyaku alone. If it hits, the simplest thing to do is to link HP Goshoryuken, but bigger combos are possible. For the best post-dive kick combo position, land flush with the enemy, which is done by aiming Tenmakujinkyaku at the opposing character's head. In some other games in which Akuma has appeared, hitting enemies with dive kick this high on their body dive kick would prevent a combo, but it still works here!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

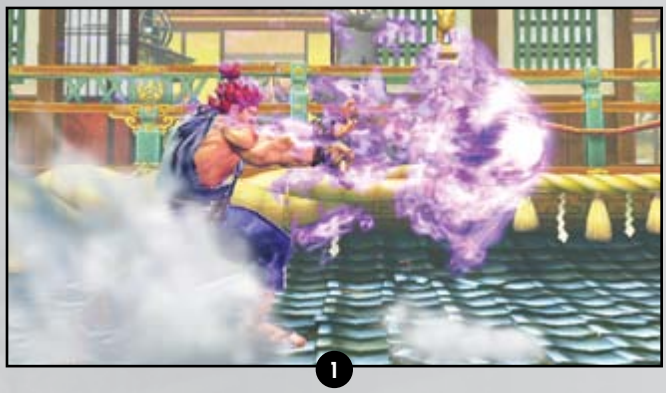
From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Gohadoken	↓↙→ + P	High	60	15	—	31	0	-5		Projectile has 1 hit point
	EX Gohadoken	↓↙→ + P P	High	60 x2	15	—	31	Knockdown	+3		Projectile has 2 hit points
2	LP Shakunetsu Hadoken	→↙↓↗← + LP	High	50	26	—	26	Knockdown	0		Projectile has 1 hit point
	MP Shakunetsu Hadoken	→↙↓↗← + MP	High	35 x2	26	—	32	Knockdown	+1		Projectile has 2 hit points
	HP Shakunetsu Hadoken	→↙↓↗← + HP	High	33 x3	26	—	39	Knockdown	-5		Projectile has 3 hit points
	EX Shakunetsu Hadoken	→↙↓↗← + P P	High	47 x3	27	—	26	Knockdown	+16		Projectile has 3 hit points
3	Zanku Hadoken	(during jump) ↓↙→ + P	High	40	15	—	Until grounded, 16 frames landing	+12	+7		Projectile has 1 hit point, button strength determines angle of projectile, momentum halted during startup frames, knocks down airborne foes
4	EX Zanku Hadoken	(during jump or Hyakkishu) ↓↙→ + P P	High	40 per projectile	10	—	Until grounded, 9 frames landing	+20	+14		10 frames between release of projectiles, each projectile has 1 hit point, momentum halted during startup frames, knocks down airborne foes
5	LP Goshoryuken	→↓↙ + LP	High	100	3	14	35	Knockdown	-27		Full body invulnerability frames 1-2, airborne on frame 6
	MP Goshoryuken	→↓↙ + MP	High	90, 50	3	14	43	Knockdown	-33		Full body invulnerability frames 1-4, airborne on frame 6
	HP Goshoryuken	→↓↙ + HP	High	60, 40, 30	3	16	36	Knockdown	-36		Full body invulnerability frames 1-6, airborne on frame 8
	EX Goshoryuken	→↓↙ + P P	High	90, 50, 40	4	16	46	Knockdown	-36		Full body invulnerability frames 1-19, airborne on frame 9
6	LK Tatsumaki Zankukyaku	↓↗← + LK	Crouchable high	50	12	2(6)2	20	Float	-8		Airborne frame 7, lower body projectile invulnerability frames 7-33
	MK Tatsumaki Zankukyaku	↓↗← + MK	High, then crouchable high for subsequent hits	40, 20, 20	6	2(5)2(5) 2(5)1	28	Float	-7		Airborne frame 8, lower body projectile invulnerability frames 8-43
	HK Tatsumaki Zankukyaku	↓↗← + HK	High, then crouchable high for subsequent hits	40, 20, 20	6	2(5)1(5 1(5)1(5) 1(5)1	24	Float	-3		Airborne frame 8, lower body projectile invulnerability frames 8-50

Gohadoken: Akuma's standard projectile doesn't release as quickly as Ryu's, but it recovers faster. Gohadoken works as a zoning supplement to Zanku Hadoken, helping Akuma cover the ground horizontally. The heavier the version, the faster Gohadoken travels. You should generally use HP Gohadoken, so it travels fastest as a close to mid range poke or so it exits the screen as soon as possible if an opponent avoids it. This allows you to throw another projectile—Akuma cannot have more than one projectile on the screen at once, with the exception of using EX Zanku Hadoken. The EX version hits twice and knocks down similar to Ryu's EX Hadoken but is slower to fire.

Gohadoken isn't Akuma's Super Chargeable Special Move, so you're committed once you initiate Gohadoken—you can't charge cancel it to build Cross Gauge or fake projectiles the way you can with Ryu, Poison, or Jin. However, Akuma recovers from throwing Gohadoken quickly and in time to anti-air most standard jump-ins over mid range Gohadokens with HP Goshoryuken. Beware that many characters have other means to pass through projectiles at mid range on reaction, especially many Tekken characters. You should still exercise caution when poking and zoning using Gohadokens. When in doubt, Zanku Hadoken remains the lower-commitment and more effective method to zone with Akuma.



1

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

LIMITS OF MERE MORTALS!

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
6	EX Tatsumaki Zankukyaku	↓↙←+ K K	High	30 x5	13	1(3)1(3)1 (3)1(3)1	21	Float	-8		Airborne frame 8, lower body projectile invulnerability frames 8-47
	Airborne Tatsumaki Zankukyaku	(in air)↓↙←+ K	High	50	10	2(6)2(6)2	Until grounded, 10 frames landing	Float	-11		—
	EX Airborne Tatsumaki Zankukyaku	(in air) ↓↙←+ K K	High	40 x5	9	1(3)1(3)1 (3)1(3)1	Until grounded, 4 frames landing	Float	-11		—
7	Hyakkishu	→↓↘+ K	—	—	—	—	40	—	EX Zanku Hadoken		Button strength determines distance of jump, airborne on frame 6, can be Super Charged 51 frames for EX version or 100 frames for Super Art
	EX Hyakkishu	→↓↘+ K K	—	—	—	—	40	—	EX Zanku Hadoken		Tracks opponent, airborne on frame 7, can be Super Charged 51 frames for Super Art
8	Hyakkishu ▷ Hyakki Gozan	→↓↘+ K ▷ (no input)	Low	60	10	15	15	Sweep	-13		—
	EX Hyakkishu ▷ Hyakki Gozan	→↓↘+ K K ▷ (no input)	Low	75	10	15	15	Sweep	-13		—
9	Hyakkishu ▷ Hyakki Gosho	→↓↘+ K ▷ P	Mid	70	9	2	Until grounded, 4 frames landing	Sweep	+12		Input P between frames 13-31 of Hyakkishu to execute, causes ground bounce on Counter Hit
	EX Hyakkishu ▷ Hyakki Gosho	→↓↘+ K K ▷ P	Mid	87	9	2	Until grounded, 4 frames landing	Sweep	+12		Input P between frames 13-31 of EX Hyakkishu to execute, causes ground bounce
10	Hyakkishu ▷ Hyakki Gojin	→↓↘+ K ▷ K	High	50	12	Until grounded	4	+16	+10		Input K between frames 13-36 of Hyakkishu to execute, knocks down airborne foes
	EX Hyakkishu ▷ Hyakki Gojin	→↓↘+ K K ▷ K	High	62	12	Until grounded	4	+10	+7		Input K between frames 13-36 of EX Hyakkishu to execute, knocks down airborne foes
11	Hyakkishu ▷ Hyakki Gosai	→↓↘+ K ▷ LP LK	Ground throw	150	4	2	Until grounded, 17 frames landing	Hard knockdown	—		Input LP LK between frames 13-36 of Hyakkishu or EX Hyakkishu to execute
12	Ashura Senku P	→↓↘ or ←↓↙ + P P P	—	—	—	—	61	—	—		Fully body invulnerability frames 1-50
	Ashura Senku K	→↓↘ or ←↓↙ + K K K	—	—	—	—	53	—	—		Full body invulnerability frames 1-41

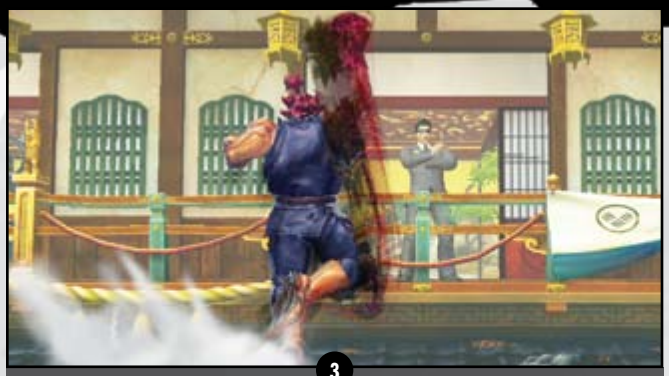


Shakunetsu Hadoken: Akuma's red projectile knocks down on contact at any strength. The LP version hits once, the MP version hits twice, and both the HP and EX versions hit three times. Every version of Shakunetsu Hadoken takes noticeably longer to throw than Gohadoken. But the LP and EX versions of Shakunetsu Hadoken recover more quickly after the projectile is thrown, giving Akuma an opportunity to reverse with HP Shoryuken or to escape with Ashura Senku.

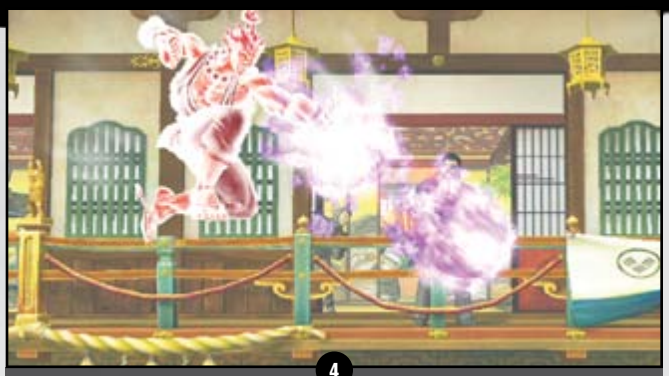
Heavier versions of Shakunetsu Hadoken can be used to easily overpower most characters in projectile firefights. It's also possible to combo into any version of Shakunetsu Hadoken by canceling into it from Counter Hit crouching or close standing HP. These projectiles can also combo after juggling from a ground bounce, such as after Counter Hit Hyakki Gosho.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



3 Zanku Hadoken



4 EX Zanku Hadoken

Zanku Hadoken: This produces a projectile thrown while jumping, aimed diagonally down-forward. Zanku Hadoken is a defining tool for Akuma, offering him a virtual zero-commitment option to jump forward or backward in relative safety. It's an important asset to have, since Akuma is fragile compared to many characters. It is difficult for some characters and players to deal with something as simple as running away by jumping backward and firing late Zanku Hadoken during jump descent. Opposing characters may basically impale themselves on your projectiles while trying to get to Akuma and, if they do get close, they'll be so eager to attack immediately that an Ashura Senku teleport to safety won't be punished.

On offense, bulldogging your way in with jump-ins and Tenmakujinkyaku won't be useful if your opponent's anti-air game is sound. If you jump in on them with early Zanku Hadoken, any anti-air they attempt will lose cleanly unless it's projectile or full body invulnerable. Zanku Hadokens similarly make excellent meaty attacks to put over opponents rising from knockdowns. By timing Zanku Hadoken jump-ins properly, whether anti-air or anti-wakeup, you can land and link attacks. This is an ideal time to attempt the double-hitting far standing HK and to move forward while starting a combo after Zanku Hadoken.

EX Zanku Hadoken fires two projectiles instead of one, and it can be applied in the same situations as regular Zanku Hadoken and with even more confidence. EX Zanku Hadoken done very late, just before landing, is one of the hardest jump-ins for opponents to deal with in the game. If your opponent lacks an invulnerable reversal, then they lack recourse. EX Zanku Hadoken is possible during Hyakkishu, while regular Zanku Hadokens are only possible during jumps and high jumps. HK Hyakkishu into EX Zanku Hadoken is one of the farthest-reaching offensive openings available!

By using Zanku Hadokens as a deterrent from the skies, you can assert Akuma's air dominance and ensure that when you actually jump-in with a cross-up or dive kick that the opponent isn't ready to anti-air as normal. In matchups against big brawlers, you can't afford to let them get close to Akuma. With characters who defend projectiles poorly, you should freely abuse the Zanku Hadoken advantage.



5



6

Goshoryuken: Akuma's uppercut hits on the third frame for regular versions and the fourth frame for EX. Every version is invulnerable for a period at the beginning. This makes any version of Goshoryuken usable as a reversal, anti-pressure, "get off me" tool, although Akuma is left vulnerable on block or whiff. Additionally, Goshoryuken doesn't have quite the reach of the HP Shoryukens of Ryu and Ken, so Akuma's uppercut doesn't make a good anti-footsie/anti-poke tool the way the other Ansatsuken characters can use it. Finally, the MP and HP versions have invulnerable periods lasting into the hitting frames and therefore make the best tools to use for reversals and anti-air. However, they don't knock down with their first hits, which means it's possible to cleanly beat the opponent's attack with the first hit of MP/HP Goshoryuken, then watch in horror as Akuma sails up into the sky, missing the follow-up hits while the opponent recovers! They're free to feed Akuma a maximum punish combo and, since that adds up to 500-600+ for some characters, that's not something you want to give up! Goshoryuken is something you want to hit close and deep. Risking just the first hit against jump-ins or pokes from farther away than point-blank isn't worth it.

Both the MP and HP versions of Goshoryuken are useful in Akuma combos. MP Shoryuken tends to do more damage, but HP Shoryuken has greater juggle potential. MP Shoryuken is effective after launching the opposing character with LK Tatsumaki Zankukyaku, but HP Shoryuken will be required if you blast them into a corner with EX Tatsumaki and juggle afterward.

Outside of combos and deep anti-air attempts, save Goshoryuken for when you need a point-blank reversal, when you think Ashura Senku would get you punished, and when you're certain your opponent is going to do something. This is an issue of "feel." Sometimes the opposing player has just made up their mind to go for a throw or a mid-hitting overhead and, if you predict this correctly, then feeding them a "risky" HP Goshoryuken serves as a good reminder that they should respect your close range game. This can't be relied upon as a baseline defensive strategy, though, since Switch Cancels from blocked Goshoryukens just leave both Akuma and his partner vulnerable. Plus, there's no Focus Attack dash cancel away from blocked uppercuts to save Akuma here, as there was in Super Street Fighter IV!

Tatsumaki Zankukyaku: Akuma's hurricane kick can be performed on the ground or while jumping. On the ground, LK Tatsumaki Zankukyaku pops the opponent into a floating state as Akuma quickly recovers, allowing a follow-up juggle. LK Tatsumaki is a crouchable high attack, however, and it will whiff over crouching foes. Only use it when you've visually verified the target is standing during a combo or combo into LK Tatsumaki after hitting with crouching HP or standing HK, which are Akuma's only attacks that force standing on hit. MK and HK Tatsumaki are like Ken's hurricane kicks and have a single, quick up-close hit that is not crouchable. Those versions will work in combos up close where LK Tatsumaki would whiff. Heavier versions also put the opponent into a float state, but Akuma won't recover in time for you to juggle. If you want to continue a combo post-MK/HK Tatsumaki, you must Switch Cancel to Akuma's partner. EX Tatsumaki Zankukyaku on the ground is Akuma's strongest reliable attack. Landing it in a combo on a cornered foe in particular can lead to huge damage as you juggle standing HK into more hits immediately after.

At mid range, heavier versions of Tatsumaki Zankukyaku can be used to pass through anticipated projectiles. But apart from that, you shouldn't make "random" hurricane kicks a big part of your game on the ground—enemies who are paying attention will eventually just crouch under hurricane kicks and punish Akuma after he passes over. In the air is another story. Using Tatsumaki Zankukyaku in mid-air causes Akuma to descend while spinning with a hurricane kick. Depending on your timing, this can hit from the front like a regular jump-in or on the back as a cross-up. As with Ryu and Ken, using jumping Tatsumaki at different points of a jump leads to different trajectories for the hurricane kick, which can cause ambiguous cross-up situations for your target. After jumping Tatsumaki Zankukyaku hits the enemy, they're put into a floating state and, depending on Akuma's proximity to them on landing, you can juggle more. Except from maximum Tatsumaki range, you can always link a crouching HK sweep for a hard knockdown and a chance to go for yet another cross-up/fake cross-up jumping Tatsu. It's also possible to link far standing HK from a successful Tatsumaki when landing outside of point-blank range but slightly inside maximum sweep range.

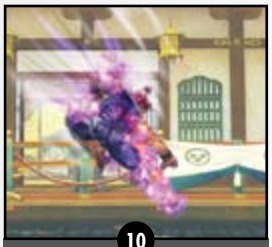
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

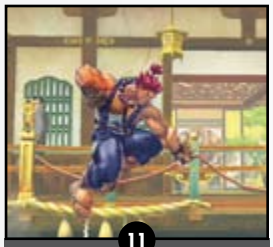
From the Library of Chris Miller


7 Hyakkishu


8 Hyakkishu ▶ Hyakki Gozan


9 Hyakkishu ▶ Hyakki Gosho


10 Hyakkishu ▶ Hyakki Gojin


11 Hyakkishu ▶ Hyakki Gosai

Hyakkishu: Hyakkishu is often simply called the demon flip. Akuma flips forward in a command jump from which he can perform one of several follow-ups. The button used dictates how far forward Akuma jumps during Hyakkishu. LP Hyakkishu jumps forward shorter than a regular jump, MK Hyakkishu is about the same as a normal jump, and HK Hyakkishu travels farther than a regular jump. EX Hyakkishu actually tracks the enemy and flips Akuma right in front of them, even from full screen.

If no follow-up input is performed, Akuma lands and automatically performs Hyakki Gozan, a sliding sweep. If blocked, this leaves Akuma heavily disadvantaged and almost certain to suffer retaliation. But enemies will probably be more worried about Akuma's other demon flip follow-ups, so this attack works fine if used sparingly.

Pressing P during Hyakkishu produces Hyakki Gosho, known as demon palm. This is Akuma's only mid-hitting option from demon flip, so it's necessary to use this to force your opponent to respect Hyakkishu. Demon palm requires precision to hit, since Akuma travels downward quickly during Hyakkishu descent and Hyakki Gosho is only active for 2 frames. On normal hit, this floors the enemy and prevents further juggling or quick recovery, so it's basically like an overhead sweep. If Hyakki Gosho lands as a Counter Hit, it causes a ground bounce! Learn to verify this ground bounce so you can capitalize with an optimal combo, which puts some real teeth into your demon palm pressure.

Apart from its use as a direct overhead pressure tool and combo starter, Hyakki Gosho is also vital in allowing Akuma to "fake" demon flip, landing without performing an attack in mid-air or going for Hyakki Gozan slide. Press P very late in Hyakkishu, just before Akuma lands, and he'll start demon palm too late for it to actually hit. He'll simply land, ready to act. From here you can immediately go for cr.LK or throw the enemy, among other options.

Pressing K during Hyakkishu produces Hyakki Gojin, a dive kick that looks a lot like jumping ↓ + MK Tenmakujinkyaku. This dive kick hits a wider area and has more priority than Tenmakujinkyaku. It also causes Akuma to hover in the air for just a moment before he dives, which means the attack's timing is different than Hyakki Gojin or Tenmakujinkyaku, which may confuse the enemy. This allows Hyakki Gojin to serve as a safer mainstay to Hyakki Gosho and the jumping ↓ + MK dive kick. Both of those attacks are more threatening, as they must be blocked standing and they lead to more damage. But Hyakki Gojin serves as a safer mainstay that essentially allows Akuma to get into point-blank range for free.

Pressing LP LK during Hyakkishu produces Hyakki Gosai, a ground-throw attack out of the demon flip. Like the Hyakki Gosho demon palm, this attack requires precision to use, hitting only a precise area for 2 frames as Akuma travels quickly through the air. Investing time in mastering the aim of Akuma's air attacks results in an offense that virtually cannot be countered. Opponents who try to block standing against Hyakki Gosho will be thrown by Hyakki Gosai. Opponents who try to use attacks or jump to avoid the demon flip throw will be nailed and ground bounced by demon palm!

In addition to demon flip's built-in, exclusive options, it's also possible to perform EX Zanku Hadoken during Hyakkishu. (Regular Zanku Hadokens are only possible during jumps.)


12

Ashura Senkku: Akuma's teleport can be performed with all three kicks or all three punches. The direction in which you perform the dragon punch motion dictates where the teleport will go, and the punch version travels farther than the kick version. Akuma is invulnerable on the first frame after activation and is vulnerable for about 11 frames at the end.

Since Akuma has such low vitality, Ashura Senku is crucial for getting him out of trouble. Ashura Senku allows you to avoid tricky frame traps, cross-ups, and anti-wakeup situations…when in doubt, just teleport out of there! Of course, there's another layer to that, because opponents who read your teleport escape can simply do nothing, walk forward in the direction of the teleport, and catch Akuma as he recovers. So don't be too predictable with your Ashura Senku escapes. Sometimes just using Ashura Senku to escape a couple cross-ups can affect the complexion of your matches with a particular opponent for dozens of matches to come. They will back away from you and release pressure in attempts to punish more teleports. As with using HP Goshoryuken as a risky but high-priority reversal, using Ashura Senku to warp away from trouble is a judgment call based on the tendencies and habits of a given foe.

Cross Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Notes
1	—	↓↙←+MP MK	High	100 (before switching to partner)	9	2	45	—	-25	63 frame freeze before attack begins, invulnerable frames 1-10


1

Akuma takes a long time to hand off or receive Cross Art combos. As mentioned under Misogi, using a Cross Art to tag-in Akuma can devour a dozen or more seconds. Starting a Cross Art with Akuma doesn't take quite as long, but it still takes a lot longer than starting it with most characters. You can combo this Cross Art starter in any place where Goshoryuken or Tatsumaki Zankukyaku would work, allowing you to add power to many combos and to erase all recoverable vitality from the target.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Notes
1	Raging Demon	LP LP ⇨ LK HP	High	300	0	35	14	Hard knockdown	—	68 frame freeze before attack begins, unblockable
2	Misogi	⇩⇩⇩ + K K K	Mid, high	300/200	23	36(12)35	49	Hard knockdown	-43	88 frame freeze before attack begins, tracks opponent, invulnerable frames 1-85, if first hit whiffs Akuma creates two columns, each generating a projectile with 1 hit point each

Raging Demon: The legendary demon—finish a round with this unblockable Super Art for a special cinematic! The input sequence for this Super Art is a bit different than most moves—two LP inputs are required before subsequent inputs of ⇨, then LK, then HP. Upon the HP press, Raging Demon will activate. It is unique among Super Arts in that it can cancel any of Akuma's normal moves, including his Zugaihasatsu unique attack, at any point during their action! This allows you to use some of Akuma's normal moves as fakes or baits into Raging Demon. For example, you can use cr.HK to sweep the opponent from a seemingly vulnerable position and then cancel the sweep's recovery into Raging Demon when they attempt to punish you.


1

Akuma has no invulnerability during this Super Art, but he does rush forward instantly after activation with what is basically an instant ground throw. Raging Demon is so fast after the Super Art cinematic freeze that it's not possible to jump away from it on reaction. If the opposing player wasn't already holding an upward direction to jump before the screen freeze, Raging Demon is assured up close. And if the opposing character is falling from a jump and will land in the path of the Raging Demon, the only answer is to hit Akuma first—even from an empty jump, there won't be time to jump away again!

Be careful when inputting Raging Demon. After two LP inputs, the game really is looking for ⇨, then LK, then HK, and no shortcuts will do—you cannot press any of them together, as is possible in some previous games featuring Akuma. In fact, avoid accidentally overlapping the LK and HP presses at the end at all. This may result in an inadvertent (and probably disastrous) LK HP Quick Combo!

The LP HK Quick Combo also means you cannot use an input of LP HK to start a standing HK or crouching HK poke, and double as the first input for Raging Demon. If you want to use Raging Demon from those attacks, you'll just have to poke first, then perform the Raging Demon input very quickly after HK at the beginning, but then not so quickly at the end that you overlap LK and HP!

The most effective places to buffer Raging Demon are off ⇨ + MP up close or crouching MK as anti-air. The anti-air Raging Demon motion basically becomes ⇩ + LP MK ~LP ~⇨ ~LK ~HP. The point of the crouching MK at the beginning is simply to cause Akuma to crouch very low, so the enemy's jump-in attack is less likely to strike Akuma right before Raging Demon startup.


2

Misogi: Akuma disappears into the sky immediately then falls right above his opponent's head 23 frames later, hitting a standing character by about the 25th frame from activation. If the initial falling mid attack is not blocked standing or avoided entirely, the Super Art transitions into its full cinematic, which is one of the more time-consuming in the game. This can be particularly useful as time is winding down, if you have both the lead and the chance to land Misogi. However, if you are slightly down on vitality as time is ticking away, using Misogi may be a disadvantage! If the initial falling overhead is blocked or avoided, two large explosions are generated from Akuma's impact with the ground. These pillars deal less damage than full-on Misogi.

Misogi reinforces Akuma's zoning control of the battlefield when he's loaded with Cross Gauge. You can use Misogi as equal parts anticipation and reaction to punish the opposition for trying to use their own projectiles. Misogi can even be inserted into combos and juggles if you have the execution chops. For the best results, cancel into it off close standing HP or the first hit of close standing HK during juggles high off the ground. In order to cancel off the close standing normal in time, use a motion of ⇩⇩⇩ + HP/HK ~K K K to perform a heavy attack canceled to Misogi.

Don't use Misogi cold on its own to catch opponents. Although it's an overhead, it can be avoided simply by backdashing or jumping (even jumping straight up) on reaction after the cinematic freeze at the beginning.

OVERVIEW


Akuma's sweep is one of the game's best normal attacks, but you must hit with the very tip!


Done correctly, Zanku Hadoken jump-in attacks are more or less impossible for opponents to counter consistently.

Akuma retains the design that's typified him in most of his appearances—he's potent on both offense and defense, with an answer for almost every situation. The cost for this benefit is that he has low vitality, and his moves and combos require a high degree of precision in order to use them effectively. He's a technical character who requires the player not to make mistakes. But if you can pull it off, he's a powerhouse.

Akuma's backbone is learning to exploit the advantages of Zanku Hadoken. Few characters have a projectile that can be aimed down-forward from a jumping position, and those projectiles usually come with limitations: Ibuki's Kunai and Rolento's Stinger can simply be batted aside by any opposing attack and will lose outright to true projectiles. Akuma's Zanku Hadoken, on the other hand, is truly a projectile, and comes with the attendant benefits: it cannot simply be batted aside by enemy attacks, and it will exchange projectile hit points with any projectile it contacts.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

OVERVIEW continued

Using Zanku Hadokens effectively takes some experience. Think of it as either a shield on defense or the ultimate meaty attack on offense. When jumping backward and trying to keep the enemy away, use LP, MP, or HP Zanku Hadoken in anticipation of where you think the enemy will go, rather than where they are. You want a projectile in that space so Akuma's jump descent is covered. For example, you don't want to jump back and throw HP Zanku Hadoken early against a character who is standing at mid range—they can just dash forward underneath the projectile and hit Akuma on the way down. Instead, jump backward and perform LP Zanku Hadoken late, which will descend into the space between where the opponent can dash and where Akuma will land.

When you have more opportunity to attack, such as when the opponent's anti-air defense is weak or when you've scored a knockdown, jump forward and use Zanku Hadoken early as an aggressive jump-in. Time LP or MP Zanku Hadoken so that it hits the enemy just before Akuma lands, allowing you enough time to link crouching MP or standing HK afterward if they suffer the projectile. Since Zanku Hadoken is not a part of Akuma, it's not enough for the opponent to hit Akuma out of a Zanku Hadoken jump-in. They must also be able to destroy or pass through projectiles unfazed. Some attacks that are briefly invulnerable like Shoryukens may anti-air Akuma then get hit a frame or two later as the invulnerability runs out and Zanku Hadoken hits.

Using Zanku Hadoken effectively, and trying to prevent situations in which Akuma can be punished for it, forces the opponent to do one of two things. They must stay on top of Akuma, rushing him down to disallow the separation necessary to use jumping projectiles, or to grudgingly accept that they can't combat Akuma's jumps directly and must fight him in other ways. Against rushdown, Akuma has powerful tools in his HP Goshoryuken and Ashura Senku warp. Goshoryuken performed late is a solid anti-air, and both solid moves are solid gold reversals depending on the circumstances. Akuma's Cross Cancel, active in only 4 frames, is also one of the more foolproof Cross Cancels against quick attacks and jump-ins.

On the other hand, if the enemy is pacified by Zanku Hadokens, then it's safe to start using Akuma's other methods of attack.

On offense, Akuma relies primarily on sweep and hard knockdown. Akuma has the fastest walking speed in the game and his sweep is tied with Ryu's for the fastest in the game, hitting on only the fifth frame. For comparison, some characters don't have a single move that hits as early as the fifth frame! Akuma therefore has significant advantage when abusing his walk speed and the range and speed of crouching HK. Walk up to opponents from mid range and continually harass them and out-poke them with the tip of the sweep. Make sure you're hitting with just the tip of crouching HK, since it has no hurtbox on the end. Don't use crouching HK from closer than maximum range since Akuma is left at a significant disadvantage if blocked. You can get away with this from maximum range in a lot of situations since you're back far enough, and opponents won't always react perfectly anyway. But beware of characters locked and loaded with Cross Gauge—many Super Arts reach far enough and fast enough to punish a maximum range blocked Akuma sweep.

Akuma link and juggle combos can also be ended with sweep. It can be worth sacrificing a little damage for the hard knockdown.

Hyakki Gosho, the demon palm attack out of the Hyakkishu demon flip, serves as an aerial counterpoint to crouching HK. This is basically a sweep that must be blocked standing. It also causes a ground bounce on Counter Hit, meaning you might also get a free combo. Since demon palm is performed out of the demon flip, this has a lot more range and more places from which it can strike an opponent than a simple crouching HP. It can even be used early or late to whiff on purpose, so Akuma simply lands either right in front of or right behind the target. He easily achieves point-blank range simply because the opponent must respect the possibility of Zanku Hadoken and Hyakkishu attacks.

Once you've forced your opponent to respect Hyakki Gosho, as well as cross-up jumping MK and Tenmakujinkyaku (Akuma's staple jumping overheads), then you'll be able to really start harrassing them with faked demon palms. The first phase of the mix-up is which side you end up on—depending on which version of Hyakkishu you used and where you aimed it, landing with late faked Hyakki Gosho can put Akuma either in front of or behind opponents. The second phase is what you do afterward. You can go for a hit-confirm combo starting with cr.LK for an immediate low hit or use cr.MP if fishing for a Counter Hit combo starter. You can also just throw them or perform Zugaihasatsu for a point-blank overhead that you can combo after. Finally, the ultimate fake from late whiffed demon palm is to immediately perform Raging Demon upon landing (you can buffer this by performing Hyakki Gosho with LP LP ⇨ LK in mid-air, then pressing HP upon landing. If the opponent tries to do virtually anything except jump immediately when you land, the Super Art is assured!

After landing a sweep, a throw, or Hyakki Gosho, you'll cause a hard knockdown that prevents your opponent from using quick recovery. This is where Akuma's offense shines. If you get a correct read on whether the opponent will wake up in place or roll forward before rising, you can direct one of several mix-ups to greet them. Directing mix-ups over them to land meaty as they get up is much safer than trying to rush in from a neutral position. Against a rising foe, you can direct jump-in HK, cross-up MK or LK, jumping Tatsumaki Zankukyaku (either front side or cross-up), Tenmakujinkyaku, or Hyakki Gosho (either hit or faked). Hyakki Gosai and regular-old throws can be mixed in also when the opponent is paralyzed and can do nothing but block the other options.

Cr.LK, as in **combo I**, is your close range opener when you need a low attack into a hit-confirm combo. Cr.MP is a more general-purpose poke. It can be blocked either standing or crouching, but it is active just as quickly, has a little more range and priority than cr.LK, easily links into itself, and becomes a natural frame trap on block. When you're not fishing for cr.LK up close or cr.HK from maximum range, cr.MP is the poke of choice. If nothing but speed is of the essence up close, open with either cr.LP or cl.MP, which are active in just three frames and can lead to most of the same options as cr.LK and cr.MP.



Cross-up jumping Tatsumaki Zankukyaku is difficult for foes to defend, and on hit you can score a combo that leads to another cross-up Tatsumaki opportunity! the very tip!



HP Goshoryuken is perhaps the best uppercut-style, point-black reversal in the game. But from further out, or as anti-poke, it may get Akuma into trouble, missing after the first hit!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LK ▷ cr.LP, cr.MP, cr.HK

171 damage

Akuma doesn't have as many methods to ensure that the enemy is standing as he did in *Super Street Fighter IV*, so it's less consistent to rely on combos into LK Tatsumaki Zankukyaku. Meanwhile, his Goshoryuken doesn't have quite the reach of Ryu's or Ken's, and his Gohadoken deals mediocre damage unless it's the EX version. Without using Cross Gauge on EX Specials or hit-confirming against a standing opponent, Akuma needs a bread and butter involving sweep.

This combo illustrates that linking is better than Boost Combo chaining when possible—you *can* just chain cr.MP ▷ cr.HK after the initial two hits at the beginning, but you'll get 152 damage instead of 171 if you do, since Boost Combo chained normals have extra damage scaling applied.

If the initial attacks are blocked, stage a secondary mix-up. You can perform cr.MP anyway as a natural frame trap, which may lead to a Counter Hit. You can attempt Zugaihasatsu for an overhead. Or you can poke with crouching MK canceled into Hyakkishu for a demon flip mix-up.

Of course, if you realize during the first three hits that the opponent is actually standing, you can cancel into LK Tatsumaki Zankukyaku from cr.MP and proceed with a juggle from there. It's easy to just tack on MP Goshoryuken after LK Tatsumaki for easy damage. Juggling cl.HP afterward is harder but doable. For an easier time, juggle cl.MP.

II. Cr.MP, cr.MP, cr.MK ▷ cr.HK

212 damage

This is an idealized version of **combo I**, with normal moves giving you time to verify before tacking on a sweep. The link from crouching MP to crouching MK is 1 frame, so you can make this easier on yourself by just linking cr.HK for 192. The link from cr.MP to cr.HK is 2 frames, which is considerably easier to be consistent with than a 1 frame link, even with plinking.

You can make this easier still by Boost Combo chaining the second crouching MP into crouching HK instead of linking the sweep: Cr. MP, cr.MP ▷ cr.HK. This does 170 instead of 192, though.

As with **combo I**, if you realize crouching MP linked to crouching MP is hitting against a crouching opponent, train yourself to cancel into LK Tatsumaki instead of finishing with the sweep as usual. From there you can easily juggle with Goshoryuken, among other things.

In addition to making good confirms into a sweep against crouching targets or LK Tatsumaki against standing ones, the hit-confirm beginnings of **combos I** and **II** make great places to verify into Boost Combo st.HK ▷ HP/HK. This provides an easy Cross Rush path with higher-than-usual damage. Being able to chain a verified crouching MP into standing HK into Launcher from virtually any distance is a boon when you need to get Akuma out of harm's way to heal some recoverable vitality.

III. Cr.MP, cr.HP ▷ ↓↙← + LK, cl.HP ▷ →↓↘ + MP

337 damage

Crouching HP is the attack you'll need if you want to hit-confirm into LK Tatsumaki juggles. Crouching HP is a 1 frame link after cr.MP, so plink the input with HP ~MP to increase the odds of success. Even if you mistime the crouching HP, perhaps you'll get crouching MP instead, which will still link (but won't force the opponent to stand up, so the LK Tatsumaki you then whiff might still cost you). If cr.MP happened to Counter Hit, the link to cr.HP becomes considerably easier. You won't have time to verify whether cr.MP is hit or blocked before attempting to link cr.HP, but you will have time to verify by then if the whole thing is working. On block, don't cancel into LK Tatsumaki and instead cancel into HP Gohadoken or Shakunetsu Hadoken. If you're lucky, at least the enemy tried to do something and you score Counter Hit cr.HP ▷ HP Gohadoken/Shakunetsu Hadoken as a nice incidental combo.

Close standing HP canceled into MP Goshoryuken is the hardest-hitting meter-less juggle after LK Tatsumaki Zankukyaku, but that's basically following a 1 frame ground link with a 1 frame juggle catch. You can also go directly into MP Goshoryuken following LK Tatsumaki for reliable, solid damage. If you want to forego maximum damage for an easier combo that leads to a hard knockdown, you can also juggle after LK Tatsumaki with cr.MP, cr.HK.

A TRUE FIGHT IS A BATTLE TO THE DEATH!
THE PURSUIT

Combo Appendix

Sequence	Notes
cl.MP, cr.MP, cr.HK	Alternate confirm into sweep; close standing MP has 3 frame startup but pushes the opponent slightly further back than cr.MP, preventing combo II as a follow-up
→ + MP, cr.MP ▷ ↓↙← + LK, cl.HP ▷ →↓↘ + MP	1 frame link after → + MP overhead only possible on a standing target (which really shouldn't happen)
Counter Hit → + MP, cl.HP ▷ →↓↘ + HP	Requires cornered, crouching foe
cl.MP, st.MP	Trial 9; 1 frame link
J.MK, cr.MK ▷ ↓↘→ + P	Trial 10
cl.LP ▷ st.MP ▷ st.HP ▷ ↓↘→ + P P, →↓↘ + P P	Trial 11; requires cornered foe
J.LK, cr.MP, cr.MP, cr.MK ▷ ↓↙← + HK	Trial 12; 1 frame link from cr.MP to cr.MK

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

IV. Counter Hit cr.MP, st.HK (2 hits), cr.MP ▷ ↓↘→ + LK, cl.HP ▷ →↓↘ + MP

372 damage

Counter Hit crouching MP puts Akuma at +8, exactly enough frame advantage to link far standing HK, the double-hitting heavy kick. The first hit of this kick forces the enemy to stand on hit, which guarantees the second hit of the kick combos. This paves the way for linking cr.MP after the double kick, which is then canceled to LK Tatsumaki. Since the opponent was forced to stand by st.HK, the LK Tatsumaki is assured to work. Afterward, popping them up with LK Tatsumaki, you have the same decision as elsewhere—go for maximum damage with cl.HP into MP Goshoryuken or go for the easier hard knockdown for momentum with cr.MP, cr.HK.

The previous combo requires Akuma to start flush with his foe. This combo works from a bit further away (though from too far away, the cr.MP link after st.HK will miss). This combo won't work if crouching MP isn't a Counter Hit. Cr.MP is an elite Counter Hit-fishing tool, though, and you can ensure Counter Hit status by dash canceling Super Charged Hyakkishu after the yellow flash. If that's too telegraphed, try dash canceling a blocked heavy attack into charge canceled EX Hyakkishu, then poking with immediate cr.MP right in the opponent's face, assured by the automatic Counter Hit property of your first post-EX charge cancel attack.

You can also start this combo from far standing HK by itself, of course, which you can land from several situations: by using it as a poke just outside point-blank range or by linking into it after a jump-in Zanku Hadoken or vertical jumping HP performed on the way down, just before landing. If you're having trouble linking cr.MP after st.HK, try linking standing LP canceled into LK Tatsumaki instead, which sacrifices a little damage for one more frame of leniency in execution.

V. →↓↘ + KK ▷ P or Counter Hit/anti-air →↓↘ + K ▷ P, step forward slightly, cr.MP, step forward slightly, cl.HP ▷ →↓↘ + HP

310 damage, requires either Counter Hit or EX Hyakki Gosho (1 block if using EX)

When poking from the air with Hyakki Gosho, watch for a Counter Hit ground bounce. Hyakki Gosho leaves Akuma at advantage on block, so you'll probably be used to poking immediately on the ground with cr.MP, so that's the first hit here too. It's much easier to react to the ground bounce with the move you were going to do anyway, rather than something else entirely. Take a slight step forward after landing from Hyakki Gosho before using cr.MP on hit or block. When you score a ground bounce because of a Counter Hit or from using EX Hyakkishu, this moves Akuma close enough so that another step forward after cr.MP will trigger close standing HP as a juggle, rather than standing HP. This allows the damaging cancel into HP Goshoryuken.

Stepping forward between juggle hits off the ground bounce is more natural than it sounds. Just move forward for a second, move to down-forward when performing cr.MP, then hold forward for a brief moment after cr.MP to step forward before cl.HP and to begin the motion for Goshoryuken.

HP Goshoryuken is the go-to move here rather than MP Goshoryuken because juggle potential is degraded too far by now for MP Goshoryuken to fully connect.

If you end up close enough for cl.HP to catch but not for all three hits of HP Goshoryuken, the combo will instead deal 268 damage. If you tack on EX Goshoryuken at the end rather than the HP version, the combo will deal 345 damage.

VI. Cr.MP, cr.HP (or st.HK (2 hits), cr.MP) ▷ ↓↘→ + KK, st.HK (2 hits), cl.HP ▷ →↓↘ + HP

452 damage, cornered foe, 1 block

Akuma's EX Tatsumaki Zankukyaku can be inserted into combos anywhere. Mid screen, it's just a way to combo into Tatsumaki without worrying whether the opponent is standing or not. In the corner, it allows big juggles afterward for significant damage. You can hit-confirm at the beginning however you like. These just happen to be the most damaging openers. After EX Tatsumaki, catch foes with far standing HK as soon as possible for two hits. Catching them afterward with close standing HP canceled to HP Goshoryuken is easy.

To build a little more Cross Gauge but deal a little less damage, juggle after st.HK with close standing MP x2 before close standing HP into HP Goshoryuken. Akuma's normal move with the highest juggle potential is, like Ryu's, close standing MP, which allows him to squeeze off an extra hit here that isn't possible with cr.MP or MK attacks.

VII. Cross-up jumping ↓↘→ + K, st.HK (2 hits), step forward slightly, cl.HP ▷ →↓↘ + HP

303 damage

Well-placed cross-up hurricane kicks can be basically impossible to block consistently. A sweep afterward causes an easy hard knockdown but, if the spacing is right, you can juggle with far standing HK for two hits, then step forward to juggle close standing HP into HP Goshoryuken. If you catch standing HK from too far away to walk up for close standing HP afterward, then just use cr.HK to juggle them into a sweep for 212 damage.

HONOR, PRIDE, FAME, FORTUNE... OF FOOLS!

Sequence	Notes
Aerial ↓↘→ + K, st.HK (2 hits), cr.MK ▷ ↓↘→ + HK	Trial 13; far standing HK is required after aerial Tatsumaki Zankukyaku
→↓↘ + KK ▷ P, →↘↓↘→ + PP, st.HK (2 hits), cr.HK	Trial 14
→↓↘ + K ▷ K, cr.MP, st.MP ▷ st.HP ▷ ↓↘→ + PP	Trial 15
→ + MP, cr.MP ▷ ↓↘→ + LK, cr.MK ▷ cr.HP ▷ →↓↘ + PP	Trial 16; 1 frame link after initial mid attack
Cr.HP ▷ ↓↘→ + KK, cr.HP ▷ →↘↓↘→ + PP, cr.HP ▷ →↘↓↘→ + PP, cr.hp ▷ →↓↘ + HP	Trial 17; requires cornered foe
Aerial ↓↘ → + MP, st.HK, st.LP ▷ cr.MK ▷ cl.HP ▷ ↓↓↓ + KKK	Trial 18; far standing HK is required after jump-in Zanku Hadoken
→↓↘ + KK ▷ P, cl.MK ▷ cl.HK (1 hit) ▷ →↓↘ + KK (hold KK), →→, cl.MP ▷ ↓↘→ + MK	Trial 19; requires charge canceled EX Hyakkishu
Aerial ↓ + MK, cr.MP, cr.HP ▷ ↓↘→ + LK, cr.LP ▷ cl.LP, cl.HK (1 hit) ▷ ↓↓↓ + KKK	Trial 20; requires cornered target, 1 frame link from cr.MP to cr.HP, Misogi must be canceled into from first hit of cl.HK

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Balrog

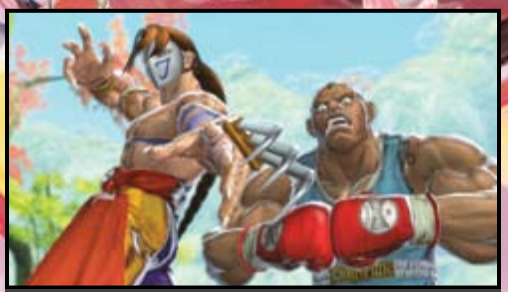
Violent Boxer

With frightening punching power, Balrog pounds his opponents until they are no longer able to stand up. A top level member of Shadaloo, he is a belligerent man with a vicious mean streak, and is obsessed with money. He has a real hatred for his fellow Shadaloo member, Vega, and the feeling is most certainly mutual. However, under orders from M. Bison to retrieve Pandora, he and Vega travel to Antarctica.

Win comment 1: Not bad for a low-level scrub like you!
Win comment 2: I love bashing in skulls! Where's the next victim? Ha ha ha ha ha!
Win comment 3: I said FIGHT money, not bike money! Pay attention, loser!


Color 1


Color 2


Uneasy Alliance


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





DATA ARSENAL

Vitality	1050
Forward Dash Duration	18
Backdash Duration	8 frames invulnerable, 9 frames airborne, 7 frames grounded (24 frames total)
Pre-jump Frames	4 frames
Vertical Jump (and High Jump) Duration	34 frames (34 frames)
Diagonal Jump (and High Jump) Duration	34 frames (34 frames)

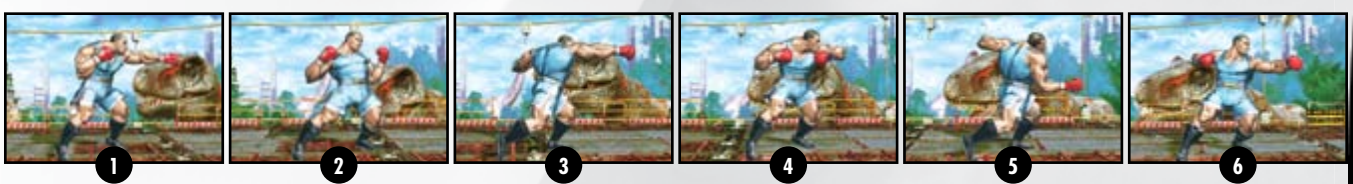
Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	5	2	10	+5	+1	SM, EX, SA, CA	Rapid fire cancelable into light attacks
2	Standing MP	High	60	7	2	15	+4	0	—	—
3	Standing HP	High	90	9	4	20	+1	-4	—	Crumples standing foes on Counter Hit
4	Standing LK	High	30	4	2	9	+6	+3	—	Rapid fire cancelable into light attacks
5	Standing MK	High	60	9	3	12	+6	+2	—	—
6	Standing HK	High	90	8	2	19	+4	-1	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	4	2	9	+6	+2	SM, EX, SA, CA	Rapid fire cancelable into light attacks
2	Close standing MP	High	60	6	4	11	+6	+2	—	—
3	Close standing HP	High	90	5	5	15	+6	0	—	Forces standing on hit
4	Close standing LK	High	30	3	2	8	+7	+2	SM, EX, SA, CA	Rapid fire cancelable into light attacks, not technically crouchable high but most crouching characters avoid cl. LK
5	Close standing MK	High	60	5	4	13	+5	+1	SM, EX, SA, CA	—
6	Close standing HK	High	90	7	2	15	+9	+3	—	Forces standing on hit



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

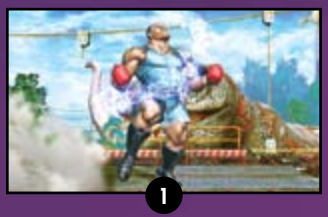
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	2	9	+6	+2	SM, EX, SA, CA	Rapid fire cancelable into light attacks
2	Crouching MP	High	60	7	4	11	+6	+2	SM, EX, SA, CA	—
3	Crouching HP	High	90	7	5	20	-2	-5	—	Forces standing on hit
4	Crouching LK	Low	30	4	2	8	+7	+3	SM, EX, SA, CA	—
5	Crouching MK	Low	60	8	2	11	+8	+4	—	—
6	Crouching HK	Low	90	8	2	28	Sweep	-10	—	Sweep knockdown



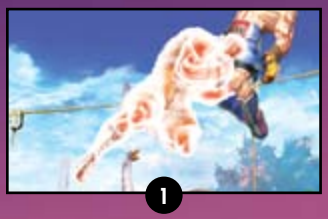
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34	—
Notes									
Crushes crouching attacks, launches opponent while switching characters									



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable
1	⇨ + HP HK (while blocking)	High	120	10	11	23	Hard knockdown	-12	—
Notes									
Resembles EX Buffalo Head, invulnerable frames 1-10, projectile invulnerable frames 11-20									



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	5	2	Until grounded, 4 frames landing	+12	+4	—	—
2	Vertical jumping MP	Mid	70	5	4	Until grounded, 4 frames landing	+16	+5	—	—
3	Vertical jumping HP	Mid	100	5	9	Until grounded, 4 frames landing	+20	+8	—	Hold ⇨ or ⇦ to direct after input
4	Vertical jumping LK	Mid	40	5	3	Until grounded, 4 frames landing	+12	+4	—	—
5	Vertical jumping MK	Mid	70	6	2	Until grounded, 4 frames landing	+16	+5	—	—
6	Vertical jumping HK	Mid	100	5	2	Until grounded, 4 frames landing	+20	+8	—	—

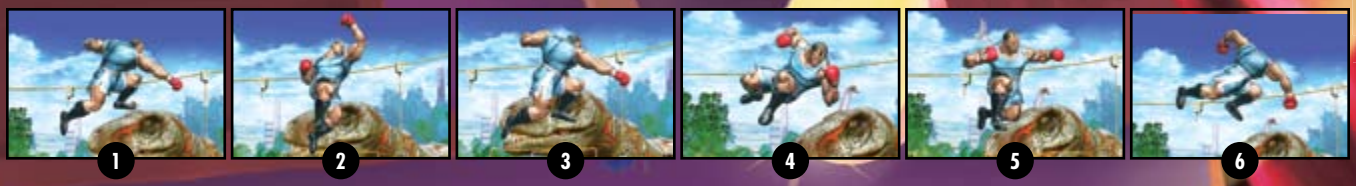


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Diagonal Jumping Normal Moves

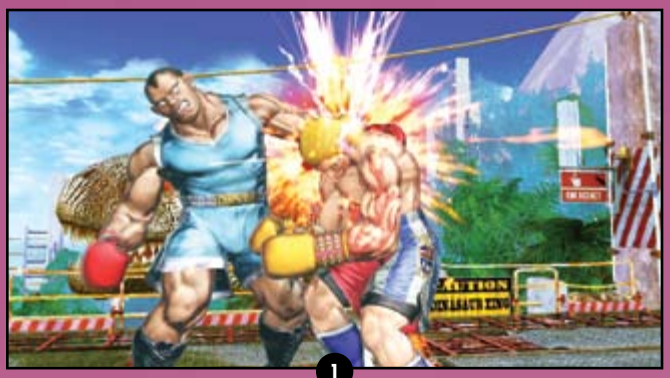
Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	5	3	Until grounded, 4 frames landing	+12	+4	—	—
2	Diagonal jumping MP	Mid	70	7	3	Until grounded, 4 frames landing	+16	+5	—	—
3	Diagonal jumping HP	Mid	100	7	7	Until grounded, 4 frames landing	+20	+8	—	—
4	Diagonal jumping LK	Mid	40	5	6	Until grounded, 4 frames landing	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	7	2	Until grounded, 4 frames landing	+16	+5	—	—
6	Diagonal jumping HK	Mid	100	8	6	Until grounded, 4 frames landing	+20	+8	—	—



I SAID FIGHT MONEY, NOT BIKE MONEY! PAY ATTENTION, LOSER!

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Head Bomber	⇨ or N + LP LK (ground)	—	130	7	2	20	Hard knockdown
2	Lever Break	⇦ + LP LK (ground)	—	130	7	2	20	Hard knockdown





©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

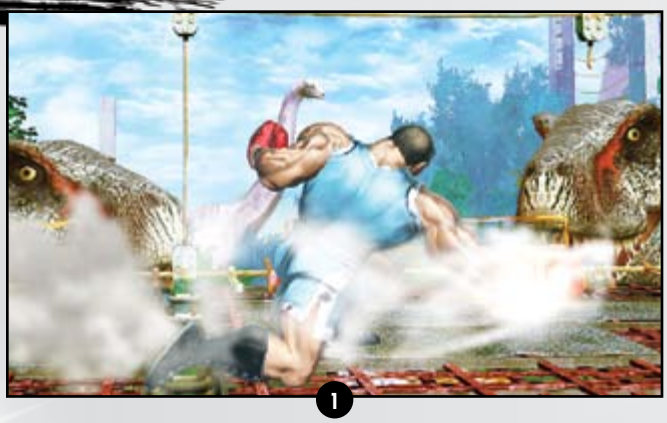
From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Dash Low Straight	(hold)⇦ ⇖ + LP	Low	100	14~23	8	20	Sweep	-11	—	Requires 54 frames of backward charge, travels half screen
	MP Dash Low Straight	(hold)⇦ ⇖ + MP	Low	110	15~30	8	20	Sweep	-11	—	Requires 54 frames of backward charge, travels 3/4 screen, attack begins once opponent is in range
	HP Dash Low Straight	(hold)⇦ ⇖ + HP	Low	120	15~43	8	20	Sweep	-11	—	Requires 54 frames of backward charge, travels full screen, attack begins once opponent is in range
	EX Dash Low Straight	(hold)⇦ ⇖ + P P	Low	140	15~41	8	16	Sweep	-7	—	Armor frames 2-48, travels full screen, attack begins once opponent is within range
2	LK Dash Low Smash	(hold)⇦ ⇖ + LK	High	100	13~22	8	20	Knockdown	-6	—	Requires 54 frames of backward charge, travels half screen
	MK Dash Low Smash	(hold)⇦ ⇖ + MK	High	100	14~29	8	20	Knockdown	-6	—	Requires 54 frames of backward charge, travels 3/4 screen, attack begins once opponent is in range
	HK Dash Low Smash	(hold)⇦ ⇖ + HK	High	100	14~42	8	20	Knockdown	-6	—	Requires 54 frames of backward charge, travels full screen, attack begins once opponent is in range
	EX Dash Low Smash	(hold)⇦ ⇖ + K K	High	100	15~41	8	16	Wall bounce	-7	—	Requires 54 frames of backward charge, travels full screen, attack begins once opponent is in range, causes knockdown against airborne foes
3	LP Dash Swing Blow	(hold)⇦ ⇖ + (hold) LP	Mid	100	23~32	5	21	+10	-9	—	Requires 54 frames of backward charge, travels half screen, attack begins once opponent is in range, causes hard knockdown against airborne foes
	MP Dash Swing Blow	(hold)⇦ ⇖ + (hold) MP	Mid	100	24~39	5	21	+10	-9	—	Requires 54 frames of backward charge, travels 3/4 screen, attack begins once opponent is in range, causes hard knockdown against airborne foes
	HP Dash Swing Blow	(hold)⇦ ⇖ + (hold) HP	Mid	100	24~52	5	21	+10	-9	—	Requires 54 frames of backward charge, travels full screen, attack begins once opponent is in range, causes hard knockdown against airborne foes
	EX Dash Swing Blow	(hold)⇦ ⇖ + (hold) P P	Mid	130	24~51	5	21	Ground bounce	-6	—	Requires 54 frames of backward charge, travels full screen, attack begins once opponent is in range, causes hard knockdown against airborne foes
4	LP Buffalo Head	(hold)⇩ ⇧ + LP	Crouchable high	100	9	11	24	Float	-13	—	Requires 47 frames of downward charge, upper body invulnerable frames 1-8, projectile invulnerable frames 1-19
	MP Buffalo Head	(hold)⇩ ⇧ + MP	Crouchable high	90	11	11	24	Float	-13	—	Requires 47 frames of downward charge, upper body invulnerable frames 1-10, projectile invulnerable frames 1-20
	HP Buffalo Head	(hold)⇩ ⇧ + HP	Crouchable high	80	13	11	24	Float	-13	—	Requires 47 frames of downward charge, Upper body invulnerable frames 1-12, projectile invulnerable frames 1-23
	EX Buffalo Head	(hold)⇩ ⇧ + P P	High	100	14	11	24	Float	-13	—	Requires 47 frames of downward charge, full body invulnerable frames 1-17
5	Turn Punch	(charge and release) P P P or K K K	High	100	31	7	14	0	-4	—	Hold 32 frames and release to execute, strike and projectile invulnerable frames 1-19, may still attack with non-held buttons, charging Turn Punch increases active/recovery frames over time (see table), causes wall bounce against airborne foes
6	LP Dash Straight	(hold)⇦ ⇨ + LP	High	100	5~15	7	16	-2	-4	—	Requires 54 frames of backward charge, can be Super Charged 51 frames for EX version or 100 frames for Super Art, forces standing on hit
	MP Dash Straight	(hold)⇦ ⇨ + MP	High	110	8~24	5	18	+1	-3	—	Requires 54 frames of backward charge, can be Super Charged 51 frames for EX version or 100 frames for Super Art, forces standing on hit
	HP Dash Straight	(hold)⇦ ⇨ + HP	High	120	8~37	4	19	+1	-6	—	Requires 54 frames of backward charge, can be Super Charged 51 frames for EX version or 100 frames for Super Art, forces standing on hit
	EX Dash Straight	(hold)⇦ ⇨ + P P	High	140	9~35	5	16	+4	-3	—	Requires 54 frames of backward charge, can be Super Charged 51 frames for Super Art, armor from 1st frame until active frames end, forces standing on hit
7	LK Dash Upper	(hold)⇦ ⇨ + LK	Crouchable high	70	6~15	4	19	0	-1	—	Requires 54 frames of backward charge, can be Super Charged 51 frames for EX version or 100 frames for Super Art, launches airborne foes
	MK Dash Upper	(hold)⇦ ⇨ + MK	Crouchable high	70	8~23	4	20	+1	-4	—	Requires 54 frames of backward charge, can be Super Charged 51 frames for EX version or 100 frames for Super Art, launches airborne foes
	HK Dash Upper	(hold)⇦ ⇨ + HK	Crouchable high	70	8~36	4	21	+1	-7	—	Requires 54 frames of backward charge, can be Super Charged 51 frames for EX version or 100 frames for Super Art, launches airborne foes
	EX Dash Upper	(hold)⇦ ⇨ + K K	Crouchable high	140	9~35	4	17	+5	-3	—	Requires 54 frames of backward charge, can be Super Charged 51 frames for Super Art, armor from 1st frame until active frames end, launches airborne foes

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

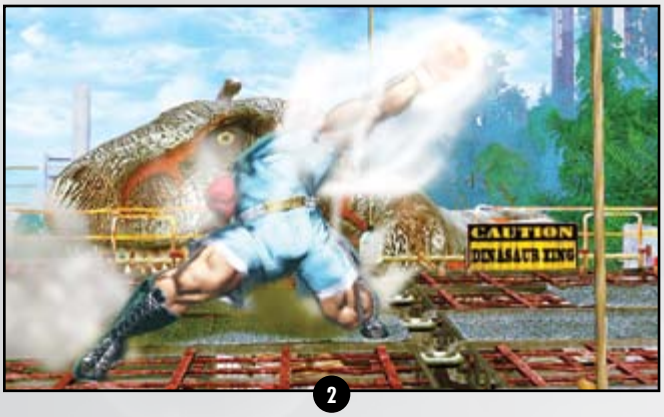
From the Library of Chris Miller



1

Dash Low Straight: During Dash Low Straight, Balrog rushes forward before darting low with a sweeping punch. Like all dash punch Specials, this attack comes out faster the closer you begin to your opponent. From outside point-blank range, the version of the Special used will determine how far Balrog travels forward before landing his punch. (Note that he'll always attack if he gets close rather than overshooting his target, if you happen to pick a version that would make him travel farther than the opponent. In other words, it's not possible to "screw up" choosing dash punch versions, unless you just come up short.) This was one of the dominant Special Moves in *Super Street Fighter II: HD Remix*, but here it mostly serves to contain foes at the end of your blockstrings. Canceling blocked crouching (MP) into Dash Low Straight occasionally might discourage the opponent from trying to jump away if they're afraid of your close-range offense. Balrog is at a punishable disadvantage if blocked, however. So just like with his crouching (HK) sweep, hit with just the tip if using Dash Low Straight as a long range poke.

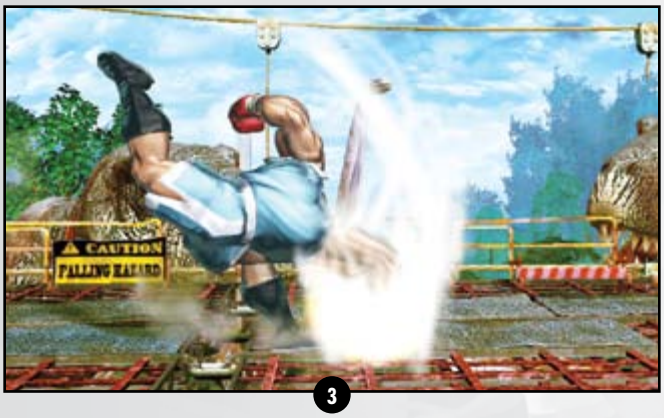
EX Dash Low Straight is a bit more intimidating—like EX Dash Straight and EX Dash Upper, Balrog has the armor property during this attack. A single incoming hit will be absorbed and Balrog will keep going to sweep his target. Damage is also increased.



2

Dash Low Smash: Balrog rushes forward with an upward-aimed gut punch that knocks down. In *Street Fighter IV*, this attack was Balrog's "Focus Breaker"—it shattered Focus Attacks. Here there are no Focus Attacks to shatter, so regular versions of Dash Low Smash can serve as combo enders. But other Specials make better combo enders than regular versions of Dash Low Smash. EX Dash Low Smash, on the other hand, is Balrog's surest path to solid damage. You can hit-confirm into EX Dash Low Smash off several openers, in particular cr. (LK) and cr. (MP). After EX Dash Low Smash, the opposing character is bounced off the wall. Midscreen, this allows you to double wall bounce your foe with an immediate Turn Punch. In order to accomplish this, start charging a Turn Punch with (P)(P)(P) or (K)(K)(K) just after you combo into EX Dash Low Smash and release it as soon as you have control of Balrog again. In the corner, you can simply juggle afterward, most effectively with two close standing heavy punches while charging back, then Dash Straight!

If the EX version hits an airborne opponent, it will send them into a delayed, strange spinning knockdown, from which you can juggle another dash punch Special if you're fast enough and if juggle potential isn't completely degraded. This is unlikely to happen unless they jump into EX Dash Low Smash or you combo EX Dash Low Smash after a Turn Punch wall bounce.

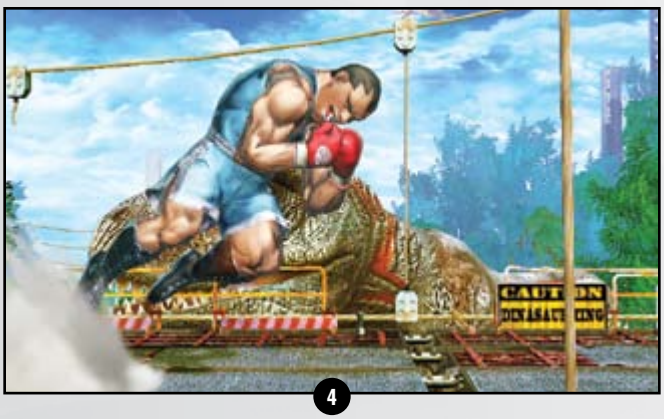


3

Dash Swing Blow: Balrog's mid-hitting attack on the ground, Dash Swing Blow is an overhand strike that must be blocked standing. The heavier the button used, the farther Dash Swing Blow will travel before Balrog swings, though he'll thankfully swing automatically if he comes near an opponent ahead of the chosen version's range. Even at its closest and therefore fastest speed, Dash Swing Blow is not fast enough to be unblockable on reaction.

Don't use these moves cold to get in. While this will work in some instances, most alert players will block Dash Swing Blow more or less every time, and Balrog is left at a punishable disadvantage. Some players are even fast enough to throw on reaction to the startup of EX Dash Swing Blow. Save these moves to cancel into after blockstrings when your opponent is conditioned by your use of crouching (HK) and Dash Low Straight.

On hit, regular versions of Dash Swing Blow leave Balrog at a significant advantage with more than enough to link a ground combo—see **combo V**. EX Dash Swing Blow causes a ground bounce on hit, allowing for a juggle.



4

Buffalo Head: Balrog leaps upward with a projectile invulnerable headbutt. The headbutt is vulnerable to strikes at Balrog's feet, however, and he's still throwable. The regular versions of Buffalo Head are also crouchable high attacks—they can be blocked standing, but against crouching enemies the headbutts will simply whiff. Contrary to most Special Moves, the LP version does the most damage and has the shortest range. The HP version travels the farthest but does the least damage. The LP version can be useful to stalemate projectiles from full screen by simply going through them harmlessly without exposing Balrog by moving too far forward. Keep a back charge while performing headbutt by executing it with a down-back charge to up-back plus punch. You'll have the option of performing a dash punch Special Move or even a Super Art immediately upon landing if your opponent gives you an opening to do so.

The EX version is helpful over regular Buffalo Head in that it's invulnerable. The EX version is also not a crouchable high, so it will strike enemies crouching nearby. This means EX Buffalo Head can be treated as a proper reversal. Regular Buffalo Head can be used as an anti-air, but it's only effective when used early. When used late, a deep jump-in will simply hit Balrog's feet before he takes off. And, because of their crouchable high status, the regular versions of Buffalo Head should not be used as they were in *Street Fighter IV* or *Super Street Fighter II: HD Remix* as an occasional random, semi-invulnerable poke. Still, after any Buffalo Head hits, you can pick up your target with a juggle combo.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller


5

Turn Punch: This unique attack is executed by holding down all three punches or kicks for just over half a second and then releasing them. Balrog spins to avoid incoming attacks and gain momentum before unleashing a big rushing punch that has about the reach of MP Dash Straight—just short of full screen. During the initial turn, for the first 19 frames Balrog is projectile and strike invulnerable, but throws will still snag him. Turn Punch can be used, like Buffalo Head, to avoid projectiles, though of course Turn Punch comes with the counter attack built in. The invulnerable period at the outset also means you can get some mileage out of using Turn Punch during close range offense. Turn Punch potentially avoids incoming counter-pokes while moving Balrog forward and allowing you to store an always-valuable down-back charge. This comes with some risk, however, since attentive players might just throw Turn Punch attempts or block and punish with fast attacks.

Apart from its obvious value as an anti-projectile poke from mid to long range, Turn Punch can also add some muscle to juggle combos! Turn Punch causes a wall bounce if it hits airborne opponents. This may occur occasionally if you Turn Punch through a projectile as the projectile hurler jumps. But it's most likely to happen if you set it up on purpose by working EX Dash Low Smash into a combo then charging Turn Punch immediately to produce another wall bounce! This situation also occurs after the crumple caused by Counter Hit st.HP against a standing target. Hitting them late in the crumple with Turn Punch counts the same as hitting them out of the air, and a wall bounce results!

Charging all three punches or kicks for longer will produce a more powerful Turn Punch— there are 10 levels in all. While this might seem good in theory, especially since you can continue to play with the remaining buttons while all three punches or kicks are reserved for charging, it's actually not so useful. Any level of Turn Punch past level 2 leaves Balrog at a punishable disadvantage if blocked. Just because you started charging a Turn Punch doesn't mean you must finish—if you've charged a Turn Punch longer than two seconds and have still not unleashed it, it's probably best to let it go and play a normal game again or to start charging a fresh Turn Punch.

In order to mask the beginning of a Turn Punch charge, you can dash and hold 3P /3K during the dash. Or you can tap and hold a lower-commitment button then immediately hold the other two (as in LK ~MK HK, so you produce a whiffed standing LK at the beginning instead of the much higher-commitment standing HK you'd get by pressing all three kicks together). If you happen to be poking with standing HP from the edge of its range, just hold HP and then drum the other two punches to hold all three (HP ~MP LP), so if st.HP causes a crumple on Counter Hit, you're prepared to juggle with Turn Punch!

In order to let go of a Turn Punch charge without actually performing Turn Punch, such as when you've overcharged or the matchup no longer calls for holding onto a Turn Punch, either jump or dash then release the buttons while moving. Release only one button at a time (no release overlap!), or release one button then wait at least 8 frames before releasing the other two.

Turn Punch Levels

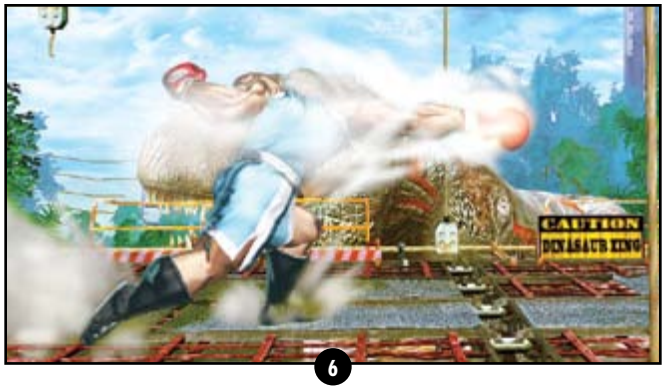
Note: Startup frames and notes identical to main entry for Turn Punch for all levels.

Level	Minimum Hold Duration	Damage	Active Frames	Recovery Frames	Adv. on Hit	Adv. on Block
1	32 frames	100	7	14	0	-4
2	120 (2 seconds)	120	7	16	-2	-4
3	240 (4 seconds)	150	8	18	-5	-9
4	480 (8 seconds)	200	9	21	-9	-13
5	960 (16 seconds)	250	10	22	-11	-15
6	1440 (24 seconds)	280	11	24	-14	-18
7	1920 (32 seconds)	350	12	26	-17	-21
8	2400 (40 seconds)	400	13	29	-21	-25
9	2880 (48 seconds)	450	15	32	-26	-29
10	3360 (56 seconds)	500	16	36	-31	-35

Dash Straight: Dash Straight is Balrog's classic rush punch. As with all his dash punch Specials, he travels farther with heavier versions, but he'll attack right away whenever he ends up right next to the opponent. Like the other punch Specials, this means there's a lot of variance in when Balrog will strike. If you perform LP Dash Straight at close range, it's Balrog's fastest Special Move. But from farther away, it's 15 frames until active.

The EX version has armor up to and including the hitting frames. So except against multi-hit attacks, it's assured of plowing through and punching the target. Dash Straight (along with Dash Upper) is also Balrog's Super Chargeable attack. As soon as you charge to the yellow flash with either Dash Straight or Dash Upper, Balrog will gain the armor property he has during the EX versions of those Specials. This can be useful as an alternative to Buffalo Head or Turn Punch to get around projectiles, but it takes much longer and will have to be more incidental rather than intentional. That is, if you start Super Charging Dash Straight and your opponent throws a projectile, which you can absorb after the yellow flash, then great!

If you can charge up a free EX Dash Straight or Dash Upper, it's safer to use these here than in *Street Fighter IV*, where Focus Attacks and fast throws meant that using Balrog's rush punches was sometimes a bad idea. It's typically not worth charging all the way to a Super Art, since Balrog's Super Art isn't particularly fast, and the opponent probably isn't going to do anything foolish you can catch.



6

Dash Upper: This is Balrog's rushing uppercut. The heavier the version, the farther he rushes before punching. Every version of Dash Upper, including EX Dash Upper, is crouchable high and will whiff over crouching targets. In ground combos, it only works against standing foes, and the EX Dash Upper loops that were so stylish in *Street Fighter IV* are an inefficient novelty here. Dash Upper is only noteworthy for combos involving juggles, where it's actually a fantastic place to put a Switch Cancel handoff. Dash Upper in juggles performs a Launcher-like effect on the target, so they should be set up perfectly for Balrog's partner.

EX Dash Upper has armor, and as a result makes a good anti-air if used early. If it hits an airborne foe, it will launch them into juggle position. The startup isn't the fastest though, so using it late or against deep jump-ins may result in the opponent being hit on the ground rather than out of the air, forcing an improvised link with standing LP instead of a juggle. Against your deep jump-ins, the opponent may have time to crouch under EX Dash Upper.

It's possible to use the crouchable high property of Dash Upper on purpose to get into the range of throws, cr.LK , and cl.HK against foes just holding down-back and waiting to block Dash Swing Blow on reaction. This is most effective when done unexpectedly from a "naked" Dash Upper out of nowhere. Mix-up the enemy immediately after the whiff.


7

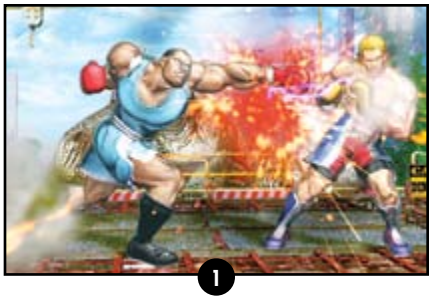
It might seem like a good idea to also try this out of blockstrings, like hit checking with close standing HK and crouching MP … on block, and this could be canceled into Dash Upper to get close again and mix your opponent up (and also to potentially hit them out of a backward jump). However, this leaves Balrog at -11 at best. If aggressive secondary mix-ups are what you're seeking, it's quicker and more flexible to cancel blockstrings into charge canceled forward dash via Super Charged Dash Straight or Dash Upper. You must only register the charged Special Move long enough so you can forward dash out of the poke you canceled from, likely crouching MP. A charge canceled forward dash performed after blocked crouching MP leaves Balrog at -7 in point-blank range. A -7 might sound bad, but this technique shuffles Balrog forward so quickly in such an unexpected way that it will inevitably help penetrate enemies attempting to block dash punch Specials.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Notes
1	Crazy Buffalo	(hold)⇦ ⇨ + P P P or K K K	High	60 x4, 80	P P P : 19 (hold K : 16); K K K : 23 (hold K : 21)	6(8)5(6)6 (7)5(17)3	31	Hard knockdown	-14	Requires 54 frames of backward charge, 67 frame freeze before attack begins, P P P version invulnerable frames 1-20 (hold K : 1-17), K K K version invulnerable frames 1-24 (hold K : 1-22)



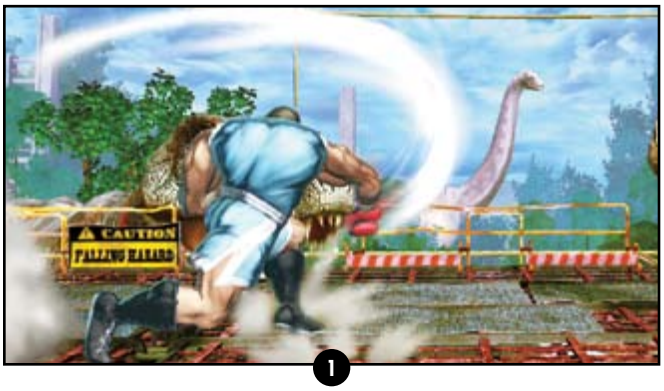
Crazy Buffalo: Balrog rushes forward with four rush punches that can be directed either straight or upward and finishes with an automatic fifth gut buster punch. The first four punches are executed as Dash Straights unless you hold down at least one kick button. If you're holding down a kick button, the next punch comes out as a Dash Upper punch. Release the kick buttons and the next punch will go back to being a Dash Straight.

Activating Crazy Buffalo with P P P results in slightly faster startup (and slightly less invulnerability) than with K K K. "Dash Upper" reps accomplished by holding K also hit sooner than normal Dash Straight reps. So to obtain the fastest-hitting version of Crazy Buffalo, activate with P P P then hold K until the first hit. In combos, you should either use punch version to begin or hold K after initiating K K K version. The regular kick version of Crazy Buffalo is too slow to hit in most combos.

From mid range, Crazy Buffalo is fast enough and invulnerable enough to be used by itself on reaction to the opponent throwing a projectile. Think of it as a juiced-up Turn Punch in this capacity. Otherwise, the startup is somewhat slow for a Super Art, and Crazy Buffalo can be fickle with juggling unless it's perfectly positioned. So save Cross Gauge for EX Special Moves and Switch Cancels off Dash Upper juggles.

Cross Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Notes
1	—	⇩⇘ ⇨ + MP MK	High	100 (before switching to partner)	9	2	39	—	-20	64 frame freeze before attack begins, invulnerable frames 1-10



Balrog's Cross Art starter is a quick, far-reaching punch that has the hit range of LP Dash Straight. It can easily be used as the capper to Balrog juggle combos, dealing heavy permanent damage while tagging in Balrog's teammate.

OVERVIEW



Get comfortable with the range of the tip of standing and crouching HK and harass your opponent from that range with those moves, jump-in HK, and LP Dash Straight.



Dash Upper doesn't do the most damage of Balrog's Specials. In fact, it does the least—but it sets up perfect juggle positions for Balrog to follow up, either with another Special or a Switch Cancel!

Balrog is a bruiser that should be used to work an opponent at close range. His Special Moves all move him forward, and he has powerful pokes at mid and close range.

The first order of business is getting close. Both Buffalo Head and Turn Punch can be used to pass through projectiles. You can also simply jump over projectiles toward the foe. Using Buffalo Head or a forward jump to get in from the edge of mid range can be risky, since this is usually the ideal position for the an opponent's anti-air. From here, Turn Punch on reaction to projectiles can be appealing, as the counter attack hit after the projectile is avoided is built-in. Still, even that's risky. For the safest approach, react to incoming projectiles by jumping straight up over them, then direct Balrog forward slightly with vertical jumping ⇨ + HP. This jumping attack can be directed forward or backward in mid-air. Balrog will land in front of the projectile and the opponent will have to wait for the first projectile to leave the screen before they throw another, creating a perfect opportunity to walk forward as far as the edge of Balrog's poke range.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

OVERVIEW continued

Or if your opponent isn't actively zoning you, you can just walk to the edge of Balrog's poke range, at about the tip of st.HK and cr.HK. Balrog's walk speed is very fast, so this should come easily. At this range, you can start to poke with Balrog's sweep and his far standing HK. But beware: if the opposing character jumps in while anticipating these pokes, they'll get a free combo against Balrog as his punch whiffs. Commit to pokes only when you're certain they'll hit, and keep a watchful eye for the opponent to jump overzealously. Most jump-ins can be easily dismissed with Balrog's crouching HP, one of the best anti-air normal moves out there.

Whenever you reposition, poke, or use a Special Move with Balrog, it should be instinct to return the directional input to the down-back position and to build a charge if a Buffalo Head or dash punch Special Move is needed. But at the same time, you should not feel committed to the down-back position. If your opponent repositions, then you should reposition and prepare for heavy kicks. You're looking for a chance to achieve point-blank range safely, which is most easily achieved after a sweep or when you read that the enemy will use a projectile or laggy poke that you can jump in over.

After a sweep, you'll be able to create a meaty poke or jump-in situation against a rising opponent. If you jump in over an anticipated recovery-laden attack, you'll be in close as well.

At close range, Balrog's fastest normal move is close standing LK, but unfortunately this move whiffs over the heads of most crouching characters! But it's not a crouchable high and the hitbox just misses over many mid-sized and smaller combatants. Hugo, Sagat, Marduk, Zangief, Ogre, Kuma, and Balrog himself are the only fighters who cannot duck under close standing LK. At least in those matchups, this lightning fast poke is useful up close.

Crouching LK is just slightly slower and hits low. In an improvement from *Street Fighter IV*, you can simply link this attack into itself repeatedly, leading to easy hit-confirm combos. Crouching LK x3 gives plenty of time to verify, to build up a charge, and to cancel to third light kick into either Buffalo Head on standing targets or EX Dash Low Smash on crouching targets. The cost here is that crouching LP is no longer as fast as it was in *Street Fighter IV*.

Crouching LK up close also provides Balrog with an ideal frame situation. He has a small advantage even if blocked, which gives you the chance to follow-up with either a walk-up throw attempt or a faked walk-up throw into close standing HK. Cl.HK leads to very damaging combos on hit through a link to crouching MP, which you can perform hit or blocked. This can be canceled into a dash punch Special Move as appropriate, depending on the outcome and what you think they opponent will do. If the normals hit, cancel into EX Dash Low Smash. On block, you can cancel cr.MP into either LP Dash Swing Blow or LP Dash Low Straight to mix-up between mid and low and to contain your opponent's blocking after your pokes. You can also cancel into Super Charged Dash Straight then charge cancel dash forward to get in their face. From here, you can immediately go for cr.LK, a throw, or cl.HK again.

Even though throws are slowed down here versus *Street Fighter IV* and most other *Street Fighter* games, they're still an important part of Balrog's offense. Without a reliable cross-up (forward jumping LK can *sometimes* be aimed right on top of foes as an ambiguous last-moment cross-up, but the precision required is high), and without a truly quick mid-hitting attack, your main mix-up is between close range pokes and throws. You won't get close standing HK to hit after cr.LK ticks unless the enemy is worried about getting thrown first.

When the tables are turned and the opponent is actively attacking Balrog, you can't rely on Buffalo Head as a reversal unless you use the EX version. Turn Punch can be used to surprising effect to avoid many cross-ups. Since it's invulnerable on frame 1, using it on wakeup against the opponent passing over you with a jump usually just means you spin out of trouble with invulnerability. Unless your opponent attempts an empty jump into throw or an option select jump-in into throw on landing, this will work much of the time. You can also try waking up in pressure situations with EX Dash Upper against jumps. From the front side it may win out and lead to a ground combo or juggle and, against cross-ups, the armor will absorb a hit. Then, as with Turn Punch, Balrog will rush away from the enemy and likely out of harm's way.



Jump-in HP and HK are effective for front side damage, but ambiguous jumping LK right on top of foes can lead to Balrog's only cross-up.



In matchups where the opposing character cannot crouch under close standing LK, abuse this move as your primary close range tick!

Combo Appendix

Sequence	Notes
Cl.HK, st.LP ▷ cr.MP ▷ cr.HK	Hit-confirm to sweep
Cl.LK ▷ cl.LK ▷ cr.LK ▷ cr.MP ▷ EX Dash Low Smash, etc.	Hit-confirm to EX Dash Low Smash from cl.LK, enough time to charge Special Move during rapid fire chain
Cl.MP, st.LK	Trial 9
Cl.HK, st.HK	Trial 10
J.HK, (charge ↗) cr.MP ▷ ↗ (charge)→ + P	Trial 11
(charge ↗) Cr.MK, cr.LP ▷ ↗ (charge)↘ + P, (charge ↗) cr.MP ▷ ↗ (charge)↖ + P	Trial 12
(charge ←) ← (charge)↖ + P P (hold P P, charge ←), cr.MP, cr.MP ▷ ← (charge)↖ + P (hold P)	Trial 13
J.HP (charge ↗), cr.LP ▷ cr.MP ▷ ← (charge)↖ + K K, J.MK (charge ↗), cr.MP ▷ ↗ (charge)↑ + P	Trial 14
Cr.MK, cr.MK, st.lp] ▷ st.MK ▷ st.HP	Trial 15; 1 frame link from cr.MK to cr.MK
J.LK, cl.LP ▷ cl.LP ▷ cl.LP ▷ st.LP ▷ st.LP ▷ st.MK ▷ cr.HK	Trial 16; five rapid fire canceled jabs
J.HP (charge ↗), cr.MP ▷ ↗ (charge)→ + K K (charge ↗), cr.LP, st.LP ▷ ↗ (charge)→ + K K, st.LP ▷ cr.HK	Trial 17
(charge ↗) ↗ (charge)↖ + P (hold P, charge ↗), cr.LK, N ~st.LP ▷ ↗ (charge)↘ + HP, cr.MP ▷ ↗ (charge)→ + P P P	Trial 18; let input go to neutral just long enough to register st.LP before ↘ + P executes Buffalo Head
(charge ←) cl.MK, st.LK ▷ cr.MP ▷ ↗ (charge)↖ + K K (charge ↗), ↗ (charge)→ + K (charge ←), ← (charge)→ + K	Trial 19
J.MK (charge ↗), cr.MK, cr.LK ▷ ↗ (charge)↖ + K K (hold P P P, charge ↗), release P P P, ↗ (charge)↘ + P (charge ←), ← (charge)→ + P P P	Trial 20

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. (charge ↙) cr.LK, cr.LK, cr.LK ▷ ↙(charge)↖ + LP (charge ↙), cr.MP ▷ ↙(charge)→ + K, st.HP

261 damage, requires standing target

Linking three crouching light kicks gives you time to build a charge for a Special Move, even with no pre-planning. On a standing foe, the listed combo can be performed. On a crouching character, cancel the last crouching LK into HP Dash Low Straight for 168 damage and a hard knockdown. (Or, if you want to spend meter, cancel to EX Dash Low Smash and head into a wall bounce juggle.)

II. (charge ←) cl.HK (charge ↙), cr.MP ▷ ↙(charge)↖ + KK (hold PPP), release PPP (charge ←), ←(charge)→ + K (charge ←), ←(charge)→ + HP

402 damage, 1 block, mid screen only

This combo starts from Balrog's close standing HK, an elite poke that leaves him with significant frame advantage on hit. There isn't enough time to build a complete charge for EX Dash Low Smash during the first two hits here, so you must mask the beginning of the charge with a jump-in attack or an up close tick, like cl.LK or cr.LK before cl.HK. Start charging back during that tick or jump-in so you can get close standing HK, then switch the charging down-back immediately to prepare for the link into cr.MP canceled into EX Dash Low Smash.

The instant that EX Dash Low Smash hits, hold all three punches or kicks to start charging a Turn Punch. Release the buttons to activate the Turn Punch as soon as Balrog recovers from EX Dash Low Smash. Performed correctly, he'll Turn Punch his foe in mid-air, causing a second wall bounce! During this bounce, start charging back to get ready and juggle them as early as possible with Dash Upper.

A charging trick helps make the last juggle part possible—Dash Upper into HP Dash Straight. After building enough charge for Dash Upper, perform it as ← (charge)→← + K. By returning to the back direction before pressing kick to initiate Dash Upper, you'll still produce Dash Upper while getting a head start on the charge for HP Dash Straight!

Opening with close standing HK, then linking a Boost Combo chain of standing LP ▷ crouching MP canceled into EX Dash Low Smash into the rest of it, gives you time to build charge for EX Dash Low Smash without planning ahead. The link after cl.HK is easier, too. But the Boost Combo scaling and the extra hit cut damage to 367.

III. (charge ←) cl.HK (charge ↙), cr.MP ▷ ↙(charge)↖ + KK (charge ←), cl.HP, cl.HP, ←(charge)→ + HP

407 damage, 1 block, corner only

The previous combo, with the EX Dash Low Smash into wall bounce into Turn Punch wall bounce, won't work against cornered enemies because there isn't time for Turn Punch to create a second wall bounce. Instead, the best thing to do during corner juggles is simply close standing HP x2 while charging back and then HP Dash Straight! Balrog can juggle close standing HP and HK as many as three times in the corner, but he can't get anything afterward, and Dash Straight does more damage than a third heavy attack. If you find it difficult to link HP Dash Straight at the end of Balrog juggles, you can use lighter versions to make it a little easier. Those attacks still do more than just tack on a standing heavy attack or a Dash Upper. (Though this is a good place to finish with Dash Upper, in order to Switch Cancel to Balrog's partner to keep it going!)

Using an opener of cl.HK, st.LP ▷ cr.MP into EX Dash Low Smash into the ideal corner juggle reduces damage to 371.

IV. (charge ↙) Cr.MK, cr.MP ▷ ↙(charge)↖ + KK (hold PPP), release PPP (charge ←), ←(charge)→ + K (charge ←), ←(charge)→ + HP

372 damage, 1 block, mid screen only (377 with corner variant)

This is the low-hitting counterpart to starting with close standing HK. Cr.MK is slightly faster too, so this might work where cl.HK would trade or get Counter Hit. As with cl.HK, cr.MP, there's not enough time for a self-sufficient charge during cr.MK, cr.MP. So plan ahead with a jump-in or tick, or use a Boost Combo link of cr.MK, cr.LK ▷ cr.MP instead (though that reduces overall damage to 337).

As with other combos, mid screen Turn Punch juggles have to be modified near the corner. Finish with cl.HP x2 juggled into HP Dash Straight for 377, or finish with Dash Upper then Switch Cancel for a corner handoff.

Other openers give you more time to charge at the beginning, removing the need to plan ahead for the combo. Other openers lead to less damage, though. Starting with cr.LK x3 before EX Dash Low Smash hits low and gives plenty of time to charge and leads to 297 damage.

V. (charge ←) ←(charge)↖ + P (hold P, charge ↙), cr.MP ▷ ↙(charge)↖ + HP

256 damage

If Dash Swing Blow hits the opponent, you can link crouching MP into the follow-up of choice. This one simply involves canceling crouching MP into HP Dash Low Straight for a hard knockdown. If you want to spend some meter, you can cancel crouching MP into EX Dash Low Smash instead and perform either the midscreen Turn Punch follow-up or the corner cl.HP x2 follow-up. EX Dash Low Smash follow-ups off Dash Swing Blow lead to 412 damage!

VI. Counter Hit st.HP (hold PPP), release PPP (hold KKK), release KKK (charge ↙), ↙(charge)→ + K (charge ←), ←(charge)→ + HP

413 damage, midscreen only, requires standing target for Counter Hit st.HP

Standing HP is one of the farthest-reaching pokes in the game and, on Counter Hit against a standing foe, it causes a crumple! If you start charging Turn Punch as soon as st.HP is performed, then release it as soon as it's ready, Turn Punch will strike the portion of a crumple where the victim is considered airborne, which means the Turn Punch scores a wall bounce! From here, you can Turn Punch again immediately for a second wall bounce, then quickly juggle Dash Upper into HP Dash Straight for huge damage mid screen and without touching Cross Gauge!

If you Counter Hit a standing foe with st.HP near the corner, omit the second Turn Punch and just end with a normal corner juggle.

VII. (charge ↙) cr.MP ▷ ↙(charge)→ + K, st.HP

Varies due to damage scaling

When tagging in Balrog mid-combo, it can be difficult to get optimal damage in the same way that you can with his point combos. Without a corner to enable several juggled heavy punches in a row, or time and positioning for EX Dash Low Smash and Turn Punch to work their magic, you'll usually be forced to pull it back a little and aim for consistency rather than maximum damage.

NOT BAD FOR A LOW-LEVEL SCRUB LIKE YOU!



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Cammy

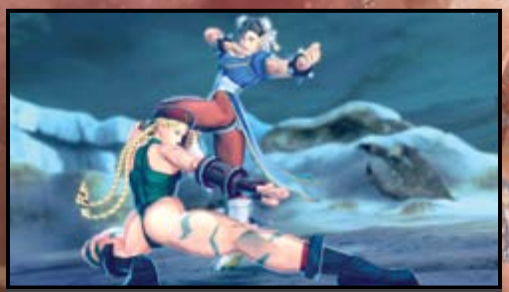
Unrelenting Soldier

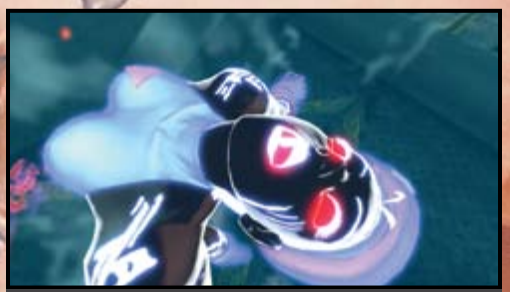
A young woman who belongs to the Delta Red team in the Secret Intelligence Services' Special Forces Unit. She was formerly one of M. Bison's brainwashed soldiers, but has since reverted to her former self and now works closely with her comrades. She speaks with level-headed attitude, but due to her comrades she can come off as a tomboy at times. When Chun-Li requests her help, the two begin their investigation of both Shadaloo and the Mishima Zaibatsu.

Win Comment 1: That was a disappointment. You need to work on your fundamentals.
Win Comment 2: Did anyone else hear a cat purring just now?
Win Comment 3: Mission complete!


Color 1


Color 2


Cool Beauties


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





DATA ARSENAL

Vitality	900
Forward Dash Duration	17 frames
Backdash Duration	8 frames invulnerable, 10 frames airborne, 4 frames grounded (22 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	3	3	7	+7	+3	SM, EX, SA, CA	Rapid fire cancelable into light normal attacks
2	Standing MP	High	60	7	4	16	+2	-2	SM, EX, SA, CA	—
3	Standing HP	High	90	7	2	23	0	-5	SM, EX, SA, CA	—
4	Standing LK	High	30	5	3	9	+5	+1	SM, EX, SA, CA	—
5	Standing MK	High	60	7	2	17	+2	-2	—	—
6	Standing HK	High	90	9	2	24	-1	-6	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	3	2	8	+7	+3	SM, EX, SA, CA	Rapid fire cancelable into light normal attacks
2	Close standing MP	High	60	4	4	11	+6	+2	SM, EX, SA, CA	—
3	Close standing HP	High	75	4	4	14	+8	+2	SM, EX, SA, CA	Forces standing on hit
4	Close standing LK	High	30	3	2	9	+6	+2	SM, EX, SA, CA	—
5	Close standing MK	High	60	5	3	17	+1	-3	SM, EX, SA, CA	—
6	Close standing HK	High	90	10	5	24	-3	-9	LA, Jump	Forces standing on hit



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	3	2	9	+6	+2	SM, EX, SA, CA	Rapid fire cancelable into light normal attacks
2	Crouching MP	High	60	6	4	11	+6	+2	SM, EX, SA, CA	—
3	Crouching HP	High	90	6	4	13	+9	+3	SM, EX, SA, CA	Forces standing on hit
4	Crouching LK	Low	30	3	3	9	+5	+1	SM, EX, SA, CA	Rapid fire cancelable into light normal attacks
5	Crouching MK	Low	60	7	4	17	0	-4	SM, EX, SA, CA	—
6	Crouching HK	Low	90	7	2	24	Hard knockdown	-6	—	—



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120	6	26	30	Hard knockdown	-29
Notes								
Similar to HK Cannon Spike, full body invulnerability frames 1-13								



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	5	4	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Vertical jumping MP	Mid	70	5	4	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Vertical jumping HP	Mid	100	5	3	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Vertical jumping LK	Mid	40	5	5	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Vertical jumping MK	Mid	70	6	7	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Vertical jumping HK	Mid	100	6	3	Until grounded, then 4 frames recovery	+20	+8	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	5	5	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Diagonal jumping MP	Mid	70	6	3	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Diagonal jumping HP	Mid	100	6	4	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Diagonal jumping LK	Mid	40	5	7	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	6	4	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Diagonal jumping HK	Mid	100	6	5	Until grounded, then 4 frames recovery	+20	+8	—	—



THAT WAS A DISAPPOINTMENT. YOU NEED TO WORK ON YOUR FUNDAMENTALS.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	German Suplex	⇨ or N + LP LK	Throw	130	7	2	20	Hard knockdown
2	Frankensteiner	⇦ + LP LK	Throw	130	7	2	20	Hard knockdown
3	Flying Neck Breaker	(in air) LP LK	Air throw	140	7	2	20	Hard knockdown



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

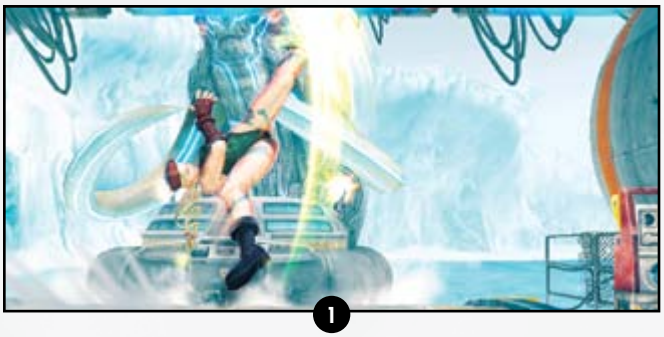
From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LK Cannon Spike	⇨⇩⇘ + LK	High	120	4	21	32	Knockdown	-29	—	Full body invulnerability frames 1-4
	MK Cannon Spike	⇨⇩⇘ + MK	High	130	4	26	30	Hard knockdown	-29	—	Full body invulnerability frames 1-4
	HK Cannon Spike	⇨⇩⇘ + HK	High	150	4	32	29	Hard knockdown	-29	—	—
	EX Cannon Spike	⇨⇩⇘ + K K	High	180	5	26	30	Hard knockdown	-29	—	Full body invulnerability frames 1-11
2	LP Quick Spin Knuckle	⇨⇘⇩⇙⇦ + LP	High	70, 50	36	11	9	Knockdown	+5	—	Full body invulnerability frames 1-4, mid body invulnerability frames 5-26, lower body projectile invulnerability frames 5-26, airborne frames 7-26
	MP Quick Spin Knuckle	⇨⇘⇩⇙⇦ + MP	High	70, 50	34	11	10	Knockdown	+4	—	Full body invulnerability frames 1-2, mid body invulnerability frames 3-26, lower body projectile invulnerability frames 3-26, airborne frames 7-25
	HP Quick Spin Knuckle	⇨⇘⇩⇙⇦ + HP	High	70, 50	37	11	10	Knockdown	+4	—	Full body invulnerability frames 1-2, mid body invulnerability frames 3-29, lower body projectile invulnerability frames 3-29, airborne frames 7-28
	EX Quick Spin Knuckle	⇨⇘⇩⇙⇦ + P P	High	80, 60	35	11	10	Wall bounce	+4	—	Full body invulnerability frames 1-26, airborne frames 7-26
3	LP Hooligan Combination	⇙⇩⇘⇨⇗ + LP	—	—	—	—	54	—	—	—	Input LP + LK between frames 32~53 for Fatal Leg Twister or Crossed Scissors, if no input before frame 55, attack becomes Razor's Edge Slicer
	MP Hooligan Combination	⇙⇩⇘⇨⇗ + MP	—	—	—	—	46	—	—	—	Input LP + LK between frames 32~44 for Fatal Leg Twister or Crossed Scissors, if no input before frame 46, attack becomes Razor's Edge Slicer
	HP Hooligan Combination	⇙⇩⇘⇨⇗ + HP	—	—	—	—	40	—	—	—	Input LP + LK between frames 32~38 for Fatal Leg Twister or Crossed Scissors, if no input before frame 40, attack becomes Razor's Edge Slicer
	EX Hooligan Combination	⇙⇩⇘⇨⇗ + P P	—	—	—	—	44	—	—	—	Input LP + LK between frames 32~43 for Fatal Leg Twister or Crossed Scissors, if no input before frame 45, attack becomes Razor's Edge Slicer, homes to foe's position
4	Hooligan Combination > Razor's Edge Slicer	(during Hooligan Combination) no input	Low	100	—	9	13	0	Knockdown	—	Activates if no input occurs during Hooligan Combination
5	Hooligan Combination > Fatal Leg Twister	(during Hooligan Combination) LP LK	Standing throw	160	1	2	Until grounded, 4 frames landing	—	Hard knockdown	—	—
6	Hooligan Combination > Crossed Scissors	(during Hooligan Combination) LP LK	Air throw	150	1	2	Until grounded, 4 frames landing	—	Hard knockdown	—	—
7	Cannon Strike	(during forward jump) ⇩⇘⇨ + K	High	60	19	11	Until grounded, 10 frames landing	+6	+13	—	Knockdown on airborne foes
	EX Cannon Strike	(in air) ⇩⇘⇨ + K K	High	80	18	11	Until grounded, 10 frames landing	+11	+18	—	Knockdown on airborne foes
8	LK Spiral Arrow	⇩⇘⇨ + LK	Low	80	12	19	19	Knockdown	-16	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, airborne frames 19-35
	MK Spiral Arrow	⇩⇘⇨ + MK	Low	90	12	19	19	Knockdown	-16	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, airborne frames 19-35
	HK Spiral Arrow	⇩⇘⇨ + HK	Low	70, 50	12	19	19	Knockdown	-9	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, airborne frames 19-35
	EX Spiral Arrow	⇩⇘⇨ + K K	High	50, 30	9	19	14	Knockdown	-4	—	Can be Super charged: 51 frames to perform Super Art, projectile invulnerability frames 1-27, airborne frames 16-31

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



1



2

Cannon Spike: During this attack, Cammy thrusts her leg into the air and jumps into the sky while attempting to smash into any attacking opponents. The LK and MK versions of Cannon Spike are very strong reversal and anti-air attacks because they're both invulnerable until they hit. If Cannon Spike hits late as anti-air in the corner, and depending upon your position, you can connect with an additional HK Cannon Spike for extra damage. HK Cannon Spike deals more damage than the other two versions, but it isn't invulnerable, making it best used in combos. EX Cannon Spike deals more damage than the normal versions and is fully invincible, allowing you to deal more damage in combos and giving you a particularly strong anti-air.

Quick Spin Knuckle: Cammy hops toward her opponent then unleashes a spinning back fist. Quick Spin Knuckle is partially invulnerable and best for plowing through projectile attacks and mid-level pokes. It's very difficult to use Quick Spin Knuckle through a projectile attack because it has long startup, meaning you must first guess if your opponent is going to throw a projectile. If Quick Spin Knuckle hits your opponent in the corner, it recovers quickly enough for you to combo afterwards. EX Quick Spin Knuckle wall bounces the opponent on hit and has more invulnerable frames, but it's also slow, making it difficult to use.

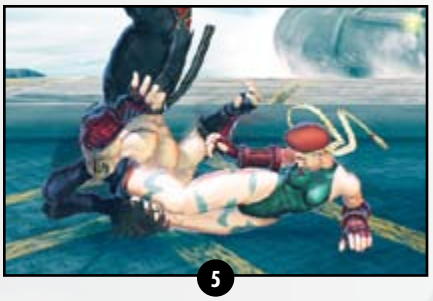


3



4

Hooligan Combination, Razor's Edge Slicer: This Special Move causes Cammy to leap into the air in a somersault where she can cancel into a throw attack or a low sliding kick. On its own, Hooligan Combination doesn't do much until you cancel it into a throw or at the end of its duration, where Cammy will automatically cancel into Razor's Edge Slicer. The different versions of Hooligan Combination all follow different trajectories: the LP version goes upward, the HP version flies almost directly forward, and the MP version travels at an angle somewhere in-between. The LP and MP versions are difficult to use because they're both slow and don't travel far enough for you to capitalize. The HP version is the fastest and flies directly toward the opponent, making it easier to grab them. EX Hooligan Combination automatically targets your opponent's position, and the speed at which it travels depends on how far away you are from your opponent. EX Hooligan Combination can quickly close the distance on your opponent, but it will be difficult to punish any attack due to its long duration. Razor's Edge Slicer is a low-hitting attack that is automatically triggered at the end of each version of Hooligan Combination. Cammy doesn't have a mid attack option from Hooligan Combination, making its low property useless. If you do manage to hit with Razor's Edge Slicer in the corner, you can continue into a big combo. Check the Combo Appendix section for more details.



5



6

Fatal Leg Twister, Crossed Scissors: These two throw attacks are only accessible from Hooligan Combination. The attack that occurs depends on what your opponent is doing. If your opponent is standing, you'll use Fatal Leg Twister. If they're jumping, you'll perform Crossed Scissors. As a throw, these attacks are difficult to use because your opponent can avoid both of them by crouching. These throw attacks are best used to shorten the recovery on Hooligan Combination. Use Hooligan Combination to get close to your opponent, whiff a throw in front of them to end the attack, and land in front of your opponent. If you grab your opponent, consider it a bonus! Otherwise, these attacks are very difficult to use and you shouldn't build your gameplan around them.



7



8

Cannon Strike: This aerial attack causes Cammy to halt her jump trajectory and perform a diving kick toward her opponent. Cannon Strike can only be used during a forward jump, limiting it more than other dive kick attacks. Each version of Cannon Strike is the same, so it's best to perform the attack with LK or HK since both jump attacks are more useful than jumping MK if you miss the motion. You can use Cannon Strike as a jump-in to keep your opponent guessing as to when they should anti-air you. Cannon Strike can also be performed very low to the ground by inputting ↓↘→↑ + K, which gives you a quick dive kick to maintain your momentum and to keep pressure on your opponent. Instant aerial Cannon Strike, also commonly referred to as "TKCS" for "Tiger Knee Cannon Strike," is not as powerful as it is in *Super Street Fighter IV* due to its additional startup time and the increased speed of Cammy's jump. Cammy is much higher in the air during the first frame in which you can perform Cannon Strike as compared to previous games. TKCS is still an effective technique, so learning to perform that motion will be immensely helpful. EX Cannon Strike, for a single block, deals slightly more damage, keeps your opponent locked in blockstun and hitstun longer, and can be performed during any jump. Meter is more precious in this game than it is in *Super Street Fighter IV*, so make judicious use of this attack.

Spiral Arrow: Cammy turns her body into a screwdriver and flies toward her opponent during this Special Move. Spiral Arrow is a low-hitting attack that can be used to poke at an opponent from a distance. At most ranges, Spiral Arrow is unsafe if blocked, but there is a very precise range where the MK and HK versions are only slightly at disadvantage or possibly even safe. The LK version of Spiral Arrow is rarely ever safe, but it leads to a juggle combo from midscreen when hit at a very precise range. It's difficult to set that range up, however, and almost impossible to do in a combo. MK and HK Spiral Arrows should mostly be used in combos, where they can give you a knockdown and inflict significant damage. The right version to use depends on the combo you're doing—in some situations MK is better, some HK is better. It mostly depends on the attacks used in the combo. EX Spiral Arrow deals as much damage as the LK version, despite being two hits, but it's projectile invulnerable and lets you juggle afterwards, making it a good way to get more damage midscreen and to blow through projectile attacks. Spiral Arrow is Cammy's Super Charge move, but Cammy has no special Counter Hit properties, limiting the usefulness of charging up to an EX version. You can use Super Charge to keep up pressure by canceling standing HP into Spiral Arrow then quickly canceling the Super Charge with a forward dash, allowing Cammy to effectively rush down her opponent!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Spin Drive Smasher	↓↙→ + K K K	Low	40 x 2, 20, 10 x 2, 30, 20, 15 x 9	8	18	52	Hard knockdown	-36
Notes									
65 frame cinematic freeze before attack begins, full body invulnerability frames 1-24, airborne frames 4-35									



Spin Drive Smasher: Cammy Spiral Arrows toward her opponent before unleashing a flurry of kicks then performing a spinning Cannon Spike. Spin Drive Smasher is invulnerable and can be used to quickly blow through an opponent's pokes or projectiles. Spin Drive Smasher can also punish many attacks that are generally safe. Even though it has eight frames of startup, it travels the screen in an instant. Unfortunately, it's difficult to use Spin Drive Smasher in juggle combos because the last hit must connect in order to get most of the damage out of the attack and because the last hit rarely juggles after the first two hits connect. It's certainly possible, but it's precise, and if it misses you'll only get 80 damage for your Super Art.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↙→ + MP MK	High	20, 10 x 4, 40	8	2	40	Switch	-27
Notes								
63 frame cinematic freeze before attack begins, full body invulnerability frames 1-9, airborne frames 4-27								



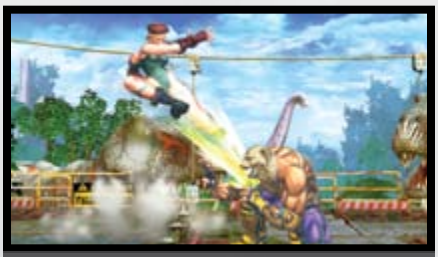
Cammy leaps into the air and kicks the opponent twice before hopping over their head, cracking their neck, then finally kicking her foe toward her partner. Despite its unique attacking animation, this Cross Art is standard and is a useful attack to use in juggles or general combos. If you manage to connect with only the second hit, which is actually rather difficult, the Cross Art won't finish. So be sure the first hit will connect before firing it.

OVERVIEW

The best position to play Cammy at is right next to the opposing character, so you can use frame traps to mix up the opposing player. At long range, it's difficult to close the distance without using meter because the only attacks that move Cammy forward are either very slow and easily thwarted or unsafe on block. EX Spiral Arrow is Cammy's best weapon against projectiles, since it's projectile invulnerable during most of its duration and safe on block from long ranges. If you don't have meter, you can use HP Hooligan Combination or Quick Spin Knuckle to get past them. But both of these attacks are slow and easily punishable if your opponent isn't performing an attack. If your opponent is keeping you out with long range attacks, try to move toward them while counter-poking with standing HK. Although it has a long recovery and isn't nearly as strong as it was in other *Street Fighter* games, it's still a useful counter-poke at long ranges. It's not nearly the magic button it was in *Capcom vs. SNK 2*, however, so use it sparingly if you're within your opponent's jump-in range. A jumping opponent can punish you severely for a whiffed HK.

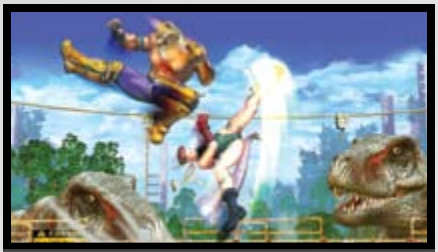


Cammy's midsection is invulnerable during Quick Spin Knuckle, allowing her to pass through some long-range pokes.



Cannon Strike can be performed instantly after Cammy jumps, allowing her to keep pressure on her opponent.

If you're fighting a character who can't pressure you from long ranges, it's best to wait and let your opponent come to you. Charging Spiral Arrow then dash cancelling, "TKCS" (Tiger Knee motion for Cannon Strike) and far standing MP and HP are all fast attacks that can safely build Cross Gauge from across the screen. Even though it's a slow way to gain meter, it's probably a faster method than your opponent's and can force them to rush in to stop your meter building. If your opponent does rush in, you can poke at them by throwing out standing HP and whiff-canceling into Spiral Arrow. You can also swat them out of the air with standing HK at shallow angles and MK Cannon Spike from deeper angles. Once you get a knockdown, you can move in on your opponent and start your pressure.



Cannon Spike is a strong anti-air but it moves forward before it attacks, making it miss jump-ins on Cammy's head.



Standing close HK has no hurtbox on Cammy's feet and attacks directly above Cammy, allowing it to hit jump-ins that Cannon Strike will miss.

Once Cammy is up close, start pressuring your opponent by walking up to them and attacking with standing close MP, HP, and crouching HP. Each of these attacks place you at advantage on block and provide enough advantage to combo after with almost anything you want on hit. Cammy has a fast walk speed, making it easy for you to get in range to attack your opponent and also easy for you to walk up and throw them if they're afraid of your attacks. This mix-up isn't as effective as it was in *Super Street Fighter IV* since throws are slower and have much less range, but it is still effective because every player loves to hit buttons. Standing HK is also an effective tool up close. Although its frame data doesn't seem that impressive, you can cancel it into a jump on hit or block, giving you the chance to add an extra dimension to your mix-ups. If you perform Cannon Strike immediately after leaving the ground, you can keep the pressure on your opponent while dealing some chip damage, and continue into a combo if the standing HK hits. If you think your opponent might use a reversal against your Cannon Strike, don't do it and simply jump over their head! If your opponent doesn't move out of the way, they'll be in perfect range for you to cross them up with jumping LK. But if you're too predictable with this technique, your opponent can counter by jumping or simply dashing out of the way. If you want to look like you're three steps ahead of your opponent, perform an air throw—if your opponent tries to jump and counter, you'll look like the smartest player in the universe.

While Cammy plays similarly to how she plays in *Super Street Fighter IV*, some of *Street Fighter X Tekken*'s gameplay quirks diminish her effectiveness. Aside from the aforementioned throw range and speed, opponents can Forward Roll away to easily escape Cammy's pressure after a knockdown. Unfortunately, Cammy's best counter to Forward Rolls is simply guessing. You'll need to jump backwards and attack with jumping HK if you think your opponent is going to Forward Roll. But if they don't, you'll have just let them out of your range. If you successfully anticipate a Forward Roll, however, jumping HK can often cross up the opponent, which you don't see very often. You can also force the direction your opponent has to Forward Roll—Forward Rolls, as their name implies, cause the opponent to roll forwards, never backwards. If you jump over your opponent right when they have to Forward Roll, their attempt will fail and they'll simply stand up in place. If they're trying to wakeup blocking their original direction, they'll instead Forward Roll toward Cammy, potentially rolling back into the corner! Timing this technique can be difficult, but it's rewarding when mastered.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LK, cl.LP, st.HP ▷ ⇩⇘⇨ + HK

216 damage

This combo is a core combo that's easy to verify and safe to stop at any point to keep up pressure or throw your opponent. Cammy has rapid fire cancelable light normal attacks, so you can chain the two beginning light attacks together to make this combo easier. Close LP to standing HP is a 1 frame link, so you should plink it to make it easier. Alternatively, you can use three crouching LK canceled into HK Cannon Drill for a simpler combo at the expense of damage.

II. Cr.HP, cr.MK ▷ ⇩⇘⇨ + MK

222 damage

Cammy is strongest when she's pressuring her opponent with attacks like standing close MP and crouching HP that deliver huge advantage on block and lead to big combos on hit. Crouching HP gives you enough time to verify a hit, and you can combo into crouching MK canceled into Spiral Arrow at most ranges. This combo is one of the unique examples of MK Spiral Arrow doing more damage than the HK version. Unfortunately, against many characters, this combo doesn't work if crouching HP hits them crouching, limiting the effectiveness of the move. Against those characters, you should rely on standing MP for your frame trap needs.

III. Cr.HP, ⇩⇘⇨ + KKK

395 damage, 2 blocks

This combo will not miss on characters whether they are crouching or standing. Crouching HP leaves Cammy at +9 frame advantage on hit, which is enough to make crouching HP into Spin Drive Smasher a 2 frame link! The easiest way to perform the Super Art is to simply buffer it in as soon as you recognize crouching HP hitting. If you do it too early, you get nothing, but you don't take the risk of performing the Super Art too late, which allows your opponent to block. You can also link Spin Drive Smasher after standing close HP, but it's a one frame link, making it much more difficult.

IV. Cl.HK ▷ ⇗, ⇩⇗⇦ + K, cl.HP ▷ ⇩⇘⇨ + HK

294 damage

Standing close HK is jump-cancelable, allowing you to perform combos with Cannon Strike in the middle of them. You'll need to perform Cannon Strike as low to the ground as possible in order to combo off standing HK. This is much easier if you use EX Cannon Strike but expensive and probably not worth the meter. If you do use EX Cannon Strike, you can extend the combo with another jump canceled HK into Cannon Strike for 389 damage, but that combo is more difficult.

V. Cl.HP, cr.MK ▷ ⇩⇘⇨ + KK, st.HP ▷ ⇨⇩⇘ + HK

331 damage, 1 block

EX Spiral Arrow lofts the opponent in the air after it hits, allowing you to combo after it from midscreen. You won't have much time after EX Cannon Drill hits to combo afterwards, so input standing HP as soon as you think you've recovered. If you hit EX Spiral Arrow in the corner, you can deal additional damage by comboing crouching MP, standing close HP, then crouching MP canceled into HK Cannon Spike.

VI. ⇨⇘⇩⇗⇦ + PP, cl.HP, cl.HP, cl.MP ▷ ⇨⇩⇘ + HK

407 damage, 1 block, corner required

Although it's difficult to hit with, EX Quick Spin Knuckle wall bounces the opponent on normal and Counter Hit, giving you the chance to do big damage after it connects. Unlike most wall bounces, EX Quick Spin Knuckle is much harder to combo after midscreen and generally you'll get much less damage from it than in the corner. If it hits midscreen, combo with far standing HP canceled into HK Cannon Spike.

VII. Cl.MP, st.HP ▷ ⇨⇩⇘ + HK

Damage depends on damage scaling

Cammy can do significant damage off a tag combo, depending on where your partner is when they tag in Cammy. In the corner, perform the same combo as you would during **combo VI** after the EX Quick Spin Knuckle. Midscreen, hit with close MP as early as possible—only Cammy's extended fist of should hit the opponent. Then, simply pick the opponent up with standing HP and cancel into HK Cannon Spike. Standing HP moves Cammy toward the opponent and generally allows her to cancel into HK Cannon Spike whenever it hits.

Combo Appendix

Sequence	Notes
⇨⇩⇘ + MK, ⇨⇩⇘ + HK	Anti-air only. If MK Cannon Spike hits early, you can tack on another HK Cannon Spike for additional damage.
⇗⇩⇘⇨⇗ + HP, (no input), cr.MP, cl.HP, cr.MP ▷ ⇨⇩⇘ + HK	Corner only, combo off Razor's Edge Slicer.
Cl.HK ▷ ⇗, ⇩⇗⇦ + KK, cl.HK ▷ ⇗, ⇩⇗⇦ + HK, cl.HP ▷ ⇨⇩⇘ + HK	1 block required. 404 damage, but difficult.
⇨⇘⇩⇗⇦ + LP, cl.HK ▷ ⇗, J.HP, cr.MP ▷ ⇨⇩⇘ + HK	Corner only, combo off Quick Spin Knuckle.
Cl.HP, cr.HK	Trial 9
Cl.MP, cr.HP, st.HK	Trial 10, close MP to crouching HP is a 1 frame link and so is crouching HP to standing HK
Cr.HP, cr.MK ▷ ⇩⇘⇨ + MK	Trial 11
⇩⇘⇨ + LK, ⇩⇘⇨ + KKK	Trial 12, corner required. LK Spiral Arrow must hit as late as possible.
Cr.LK ▷ cr. LP ▷ cr.MK ▷ Cl.HP ▷ ⇩⇘⇨ + KK	Trial 13
J.LK, cr.LK ▷ cr.LP, cr.MP ▷ ⇩⇘⇨ + HK	Trial 15
Cr.LK, st. LP, st.HP ▷ ⇨⇩⇘ + HK	Trial 16
⇨⇘⇩⇗⇦ + PP, J.⇩⇗⇦ + KK, ⇨⇩⇘ + HK	Trial 17, midscreen required. Perform EX Cannon Strike as low to the ground as possible.
⇗⇩⇘⇨⇗ + HP, cr.LP, cl.HP ▷ ⇨⇩⇘ + HK	Trial 18, corner required.
J.⇩⇗⇦ + KK, cl.HP, cr.HP, ⇩⇘⇨ + KKK	Trial 19
Cl.HK ▷ ⇗, J.⇩⇗⇦ + KK, cl.HK ▷ ⇗, J.⇩⇗⇦ + KK, cl.HP ▷ ⇩⇘⇨ + KK	Trial 20

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

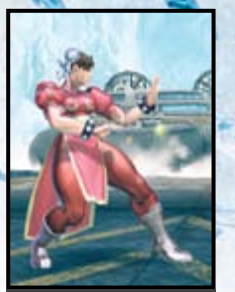
Chun-Li

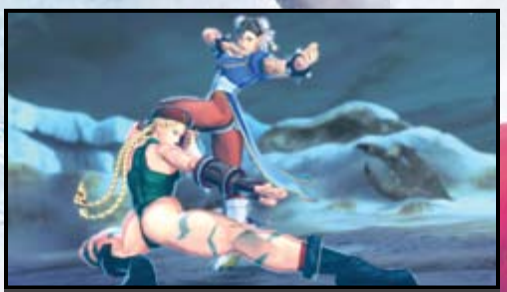
Legs of Justice

An Interpol detective who continues to track Shadaloo in order to learn the truth about her father's whereabouts. She has closed many an investigation with her dangerous kicks. While she stands firm against the forces of evil, she is also a cheerful and stunningly attractive woman. She is currently investigating the movements of both Shadaloo and the Mishima Zaibatsu as they begin their search for Pandora.

Win Comment 1: Haa…I'm still lacking in power. I should work on my "ki" techniques.
Win Comment 2: Father…please keep looking out for me.
Win Comment 3: I did it!


Color 1


Color 2

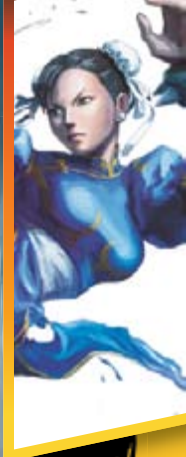

Cool Beauties


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





DATA ARSENAL

Vitality	900
Forward Dash Duration	15 frames
Backdash Duration	8 frames invulnerability, 10 frames airborne, 4 frames grounded (22 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	40 frames (40 frames)
Diagonal Jump (and High Jump) Duration	40 frames (40 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	3	2	9	+6	+2	SM, EX, SA, CA	—
2	Standing MP	High	60	7	2	18	+1	-3	SM, EX, SA, CA	—
3	Standing HP	High	90	7	3	20	+2	-3	—	—
4	Standing LK	High	30	4	2	11	+4	0	—	—
5	Standing MK	High	60	7	3	17	+1	-3	—	—
6	Standing HK	Crouchable high	90	13	2	25	-2	-7	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	3	2	10	+5	+1	SM, EX, SA, CA	—
2	Close standing MP	High	30 x 2	4	3(5)3	17	+1	-3	SM, EX, SA, CA	—
3	Close standing HP	High	90	4	4	21	0	-5	SM, EX, SA, CA	—
4	Close standing LK	High	30	4	2	8	+7	+3	—	—
5	Close standing MK	High	20 x 3	5	3(7)4	15	+4	0	1st hit SM, EX, SA, CA	—
6	Close standing HK	High	90	5	3	22	+1	-5	SM, EX, SA, CA, Jump	Forces standing on hit



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.
From the Library of Chris Miller

Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	3	7	+7	+3	SM, EX, SA, CA	Rapid fire cancelable into light normal moves
2	Crouching MP	Low	60	11	5	17	-1	-5	—	—
3	Crouching HP	High	60, 30	6	2(6)2	23	0	-5	1st hit SM, EX, SA, CA	—
4	Crouching LK	Low	30	3	4	7	+6	+2	—	Rapid fire cancelable into light normal moves
5	Crouching MK	Low	60	5	3	17	+1	-3	SM, EX, SA, CA	—
6	Crouching HK	Low	90	8	4	24	Sweep knockdown	-8	—	—



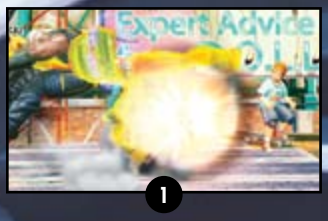
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	20 x 4, 30	7	2(1)2(3)2(4)2(3)2	19	Hard knockdown	-18
Notes								
Similar to EX Spinning Bird Kick, full body invincibility frames 1-8								



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	7	6	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Vertical jumping MP	Mid	70	5	3	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Vertical jumping HP	Mid	60 x 2	5	2(2)2	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Vertical jumping LK	Mid	40	4	7	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Vertical jumping MK	Mid	70	5	6	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Vertical jumping HK	Mid	100	5	8	Until grounded, then 4 frames recovery	+20	+8	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

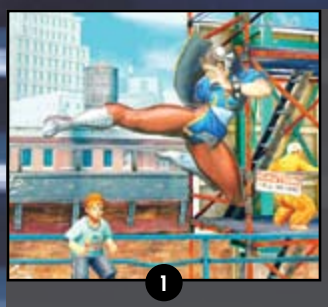
Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	4	6	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Diagonal jumping MP	Mid	70	5	3	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Diagonal jumping HP	Mid	70	6	8	Until grounded, then 4 frames recovery	+20	+8	—	Knockdown on airborne foes
4	Diagonal jumping LK	Mid	40	5	10	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	6	5	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Diagonal jumping HK	Mid	100	5	5	Until grounded, then 4 frames recovery	+20	+8	—	—



Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Kakukyakuraku	↖ + HK	Mid	80	38	7	5	+11	+7	—	Airborne frames 12-44, knockdown on airborne foes
2	Rear Spin Kick	↖ + LK	High	40	11	4	15	-5	-4	—	Airborne frames 16-22, knockdown on airborne foes
3	Kakusenshu	⇨ + MK	High	60	16	3	16	+2	-2	—	Knockdown on airborne foes
4	Yosokyaku	(in air) ↓ + MK	Mid	50	4	3	Until grounded, 4 frames landing	+17	+10	—	Knockdown on airborne foes, can be repeated up to 3 times, can perform any jumping attack after it connects
5	Wall Jump	(in air, near wall) ↗	—	—	—	—	28	—	—	—	—



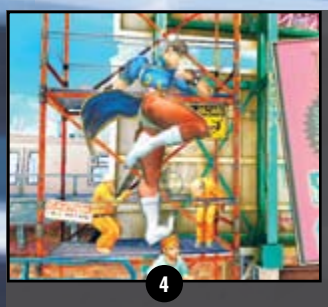
Kakukyakuraku: Chun-Li jumps forward then quickly turns around with a flying kick during this attack. Kakukyakuraku is a mid attack that you can also use to cross-up your opponent, but it has a lengthy startup time. It's best to use Kakukyakuraku after a knockdown, where its long startup time isn't an issue.



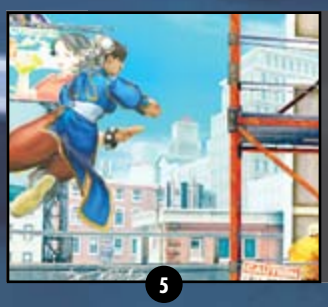
Rear Spin Kick: Chun-Li performs a backflip while kicking toward the air during these attacks. Against grounded opponents, Rear Spin Kick is difficult to use as its unsafe on both hit and block. Rear Spin Kick is best used against jumping opponents. After it hits anti-air, it pops the opponent higher into the air, giving you a chance to continue your combo!



Kakusenshu: Chun-Li steps forward and throws out a kick to her opponent's midsection during this attack. This attack is only slightly unsafe, making it an effective way to close distance from your opponent.



Yosokyaku: Chun-Li stomps on her opponent's head then uses them to gain more altitude during this attack. Yosokyaku can be performed very low to the ground, allowing you to use it as a quick overhead against most crouching characters. After it hits, you can perform any jump attack afterwards, even giving you a chance to cross-up with jumping LK. You can perform Yosokyaku three times during a single jump and can generally combo all three during a single juggle. Check the Combo Usage section for more details.



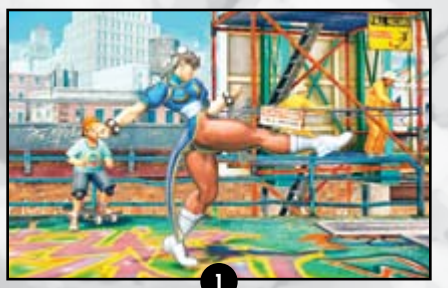
Wall Jump: Chun-Li can jump off the sides of walls by inputting ↗ when you jump against them. You can do Wall Jump off the sides of any wall, not just in the corner. There aren't many practical applications for Wall Jump, but you should use it to become familiar with its angles of ascent and decent—you never know when it might come in handy!

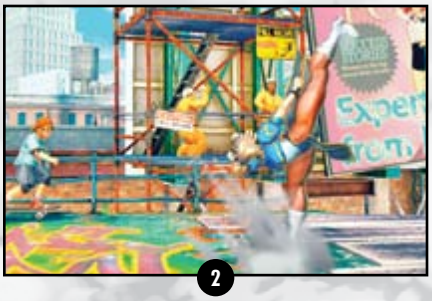
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

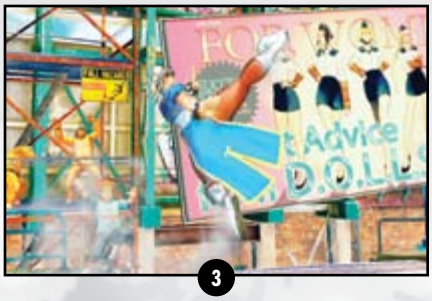
From the Library of Chris Miller

Kintekishu—← + MK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Kintekishu	← + MK	High	50	6	4	15	-2	-6	—	Knockdown on airborne foes
2	Tenkukyaku	← + MK ▷ MK	High	50	13	3	40	Floats	-30	Jump on hit	Input ↓↑ + MK between frames 13-45 for follow-up attack, knockdown on airborne foes
3	Tenshokyaku	← + MK ▷ MK ▷ ↓↑ + MK	High	20 x 5	5	4(2)1(4)2 (4)1(5)1	24	Knockdown	-37	—	Full body invulnerability frames 1-8, airborne frames 5-37


1

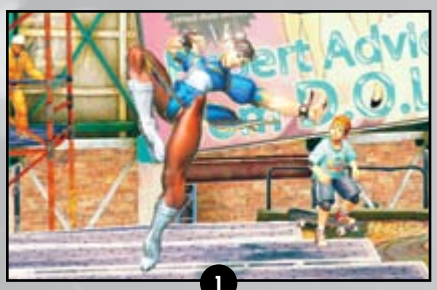

2


3

Kintekishu, Tenkukyaku, Tenshokyaku: During this attack string, Chun-Li kicks at her opponent's midsection, follows it with a kick that knocks the opponent into the air, then follows it with a rising series of kicks. Kintekishu is a decent poke, but it really shines as a combo tool, since you can link into it after many of Chun-Li's light attacks! Tenkukyaku floats your opponent into the air and is jump-cancelable, allowing you to follow your opponent into the air with an attack! You can only cancel Tenkukyaku into a jump if it hits your opponent, so you can't use it to jump to safety if your opponent blocks. While Tenshokyaku combos after a connected Tenkukyaku, you'll get far more damage by comboing after a jump cancel. If you're feeling brave, you can use Tenshokyaku's invulnerability to counter an opponent who is trying to punish you after a blocked Tenkukyaku. But this is a risky attack that probably won't work more than once.

Target Combo—(during diagonal jump) HP ▷ HP

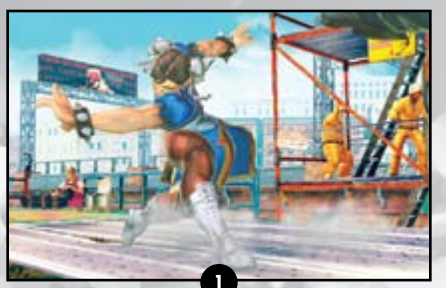
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Diagonal jumping HP	Mid	70	6	8	Until grounded, 4 frames landing	+20	+8	—	Input HP during active frames for follow-up attack, knockdown on airborne foes
1	Target Combo	Diagonal jumping HP ▷ HP	Mid	40	5	3	Until grounded, 4 frames landing	+20	+8	—	—


1

Target Combo: Chun-Li follows up jumping HP with another quick punch during her Target Combo. Both attacks of Chun-Li's Target Combo hit mid, allowing you to perform a mix-up against a grounded opponent. After jumping in with HP, perform Chun-Li's Target Combo to hit mid or land and use crouching LK to hit low. Jumping HP knocks down aerial opponents, allowing you to combo with the second hit of Target Combo. It's generally better to land and combo your opponent from the ground instead of simply hitting them again with the low-damage hit of Target Combo.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Koshuyo	→ or N + LP LK	Throw	130	7	2	20	Hard knockdown
2	Kirinshu	← + LP LK	Throw	140	7	2	20	Hard knockdown
3	Ryuseiraku	(in air) LP LK	Air throw	150	7	2	Until grounded, 4 frames landing	Hard knockdown


1


2

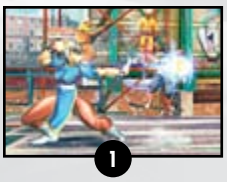

3

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Special Moves

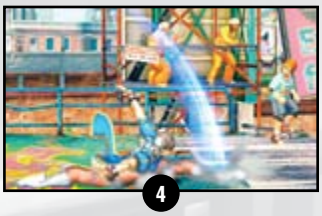
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Kikoken	⇦ ⇖ ⇧ ⇗ ⇨ + LP	High	50	15	—	37	-6	-11	—	Projectile has 1 point of durability, projectile active for 99 frames, knocks down airborne foes
2	MP Kikoken	⇦ ⇖ ⇧ ⇗ ⇨ + MP	High	50	13	—	34	-3	-8	—	Projectile has 1 point of durability, projectile active for 76 frames, knocks down airborne foes
3	HP Kikoken	⇦ ⇖ ⇧ ⇗ ⇨ + HP	High	50	11	—	33	-2	-7	—	Projectile has 1 point of durability, projectile active for 44 frames, knocks down airborne foes
	EX Kikoken	⇦ ⇖ ⇧ ⇗ ⇨ + P P	High	50 x 2	12	—	26	+14	+8	—	Projectile has 2 points of durability, knocks down airborne foes
4	LK Hazanshu	⇨ ⇘ ⇩ ⇙ ⇦ + LK	Mid	70	24	2	20	+5	-2	—	Airborne frames 3-23, hard knockdown on airborne foes, knocks down on crouching Counter Hit
	MK Hazanshu	⇨ ⇘ ⇩ ⇙ ⇦ + MK	Mid	100	26	2	20	+6	0	—	Airborne frames 3-25, hard knockdown on airborne foes, knocks down on crouching Counter Hit
	HK Hazanshu	⇨ ⇘ ⇩ ⇙ ⇦ + HK	Mid	110	27	2	20	Hard knockdown	0	—	Airborne frames 3-26, ground bounce on crouching Counter Hit
	EX Hazanshu	⇨ ⇘ ⇩ ⇙ ⇦ + K K	Mid	130	28	2	20	Ground bounce	0	—	Full body invulnerability frames 1-16, projectile invulnerability frames 17-29, airborne frames 4-27
5	LK Spinning Bird Kick	⇩ (charge) ⇧ + LK	High, crouchable high	20 x 5	14	2(2)1(5)2 (4)2(4)2	23	0	-3	—	Airborne frames 14-48, first hit forces standing on hit, knocks down airborne foes
	MK Spinning Bird Kick	⇩ (charge) ⇧ + MK	High, crouchable high	15 x 6, 30	15	2(2)1(5)1(5) 2(4)2(6)1(5)2	24	-1	-4	—	Airborne frames 15-61, first hit forces standing on hit, knocks down airborne foes
	HK Spinning Bird Kick	⇩ (charge) ⇧ + HK	High, crouchable high	12 x 8, 34	23	2(1)2(5)1(5) 1(5)1(7)1 (4)2(5)1(5)2	24	-1	-4	—	Airborne frames 23-82, first hit forces standing on hit, knocks down airborne foes
	EX Spinning Bird Kick	⇩ (charge) ⇧ + K K	High, crouchable high	20 x 4, 30	8	2(1)2(3)2 (4)2(3)2	19	Knockdown	-10	—	Full body invulnerability frames 1-9, first hit forces standing on hit, airborne frames 8-37
6	LK Hyakuretsukyaku	⇦ ⇖ ⇧ ⇗ ⇨ + LK	High	20 per hit	5	2(6)2(6)2(6) 2~(6)2(6)2 (6)2(6)2(6) 2(6)2(6)2(6)2	21	+2	-1	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, input K for additional hits, knocks down airborne foes
	MK Hyakuretsukyaku	⇦ ⇖ ⇧ ⇗ ⇨ + MK	High	20 per hit	7	1(4)2(4)1 (4)1~(5)1 (4)2(4)1(4)1	22	+2	-1	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, input K for additional hits, knocks down airborne foes
	HK Hyakuretsukyaku	⇦ ⇖ ⇧ ⇗ ⇨ + HK	High	20 per hit	7	1(4)1(4)1(3) 1~(5)1(4)1 (5)1(3)1	23	+1	-2	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, input K for additional hits, knocks down airborne foes
	EX Hyakuretsukyaku	⇦ ⇖ ⇧ ⇗ ⇨ + K K	High	30 x 3, 50	6	3(5)3(5) 3(5)3	19	Floats	-16	—	Can be Super charged: 51 frames to perform Super Art


1


2


3

Kikoken: Chun-Li gathers energy in her hands then throws it at her opponent during this attack. The version of Kikoken used determines the speed and distance that it travels. The LP version travels the farthest and slowest; the MP version travels across almost the entire screen slightly faster than the LP version, while the HP version travels very quickly but only across two-thirds of the screen. The LP version should be used to take up space on the screen—while it's out, you'll make it difficult for your opponent to advance. Try to only use the HP version from close range. Even though it isn't safe when blocked, it's much safer than the other versions. EX Kikoken hits twice and leaves you at enough frame advantage to combo afterwards if it hits, giving you the possibility to do big damage in combos.


4

Hazanshu: Chun-Li leaps into the air and flips towards her opponent, dropping a leg on top of them during this attack. The different versions of Hazanshu travel different distances: the LK version performs a quick flip and lands near Chun-Li, the MK version travels about one-fourth of the screen, while the HK version reaches half of a screen distance. Each version of Hazanshu also has slightly different hit effects, as you can combo after the LK and MK versions but the HK version places your opponent in hard knockdown. The EX version travels as far as the HK version and ground bounces your opponent, giving you the chance to further connect with a combo. The EX version is also projectile invulnerable, allowing you to bypass projectiles and hit your projectile-throwing foe with a combo.


5

Spinning Bird Kick: Chun-Li flips upside-down and spins her legs around, kicking her opponent during this Special Move. Spinning Bird Kick is strong when used with Switch cancels, since it keeps your opponent in hitstun long enough for your partner to perform a full ground combo. If the first hit is blocked or whiffs, your opponent will be able to crouch under the rest of the attack and counter attack Chun-Li and her partner, so be sure to verify that the attack hits before tagging out. EX Spinning Bird Kick is invulnerable and makes a strong reversal attack against both grounded and aerial attacks.

Hyakuretsukyaku: During this Super Chargeable attack, Chun-Li unleashes a flurry of kicks against her opponent. Unlike most *Street Fighter* games, this attack is performed with ⇦ ⇖ ⇧ ⇗ ⇨ + K instead of repeatedly pressing K, which has a series of unique advantages and disadvantages. It's much easier to combo into in most situations with this change, but certain combos that were only possible because of the way it was performed are no longer possible (combos such as cr.LK, cr.LK ▷ Hyakuretsukyaku). Hyakuretsukyaku is a powerful attack that allows you to safely chip away at your opponent since the normal versions are mostly safe when blocked. You can add additional hits to Hyakuretsukyaku by repeatedly pressing K, but be careful that your attacks don't push your opponent away far enough that a hit whiffs, which will allow them to punish you. Hyakuretsukyaku is strong when used in combination with Switch cancels: combo into Hyakuretsukyaku, Switch cancel, and let your partner continue their combo against a grounded opponent! EX Hyakuretsukyaku can't be mashed for additional hits and isn't safe if blocked. But it does lift your opponent into the air, allowing you to continue a combo after it hits.

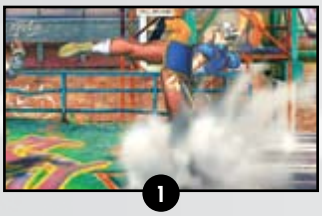

6

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Senretsukyaku	⇦ ⬀ ⇩ ⬁ ⇨ + K K K	High	20, 10 x 12, 60, 100	9	2(23)2(3)2(3)2(3)2(3) 2(3)2(3)2(3)2(3)2(3)2 (2)2(3)2(35)2(24)2	42	Hard knockdown	-22
Notes									
84 frame cinematic freeze before attack begins, full body invulnerability frames 1-9									



Senretsukyaku: Chun-Li dashes forwards and repeatedly kicks her opponent before sending them flying with a backflip during this Super Art. While Senretsukyaku isn't very fast, it travels the screen instantly during its cinematic freeze, allowing you to punish projectiles and other long range attacks. Senretsukyaku has high juggle potential, allowing it to be used in many of Chun-Li's combos. But be careful of trying it in the corner, as it's very easy to pass under an airborne opponent instead of hitting them.

OVERVIEW



When used as anti-air, Rear Spin Kick lofts your opponent after hitting them, giving you a combo opportunity.



Yosokyaku can be performed extremely low to the ground, which makes it a quick and effective overhead.

Chun-Li is primarily a mid range character who is best used to poke at an opponent without giving them a chance to attack her. Both her standing HP and HK have long reach and can keep opponents out while dealing significant damage. From full screen, you can limit your opponent's actions by throwing out Chun-Li's slow-moving LP Kikoken, which covers the screen and prevents your opponent from attacking from the ground. Analyze your opposition before throwing one out—characters like Kazuya and Hwoarang can cross the screen almost immediately, completely ignoring the projectile. If your opponent tries to jump over your Kikoken, knock them out of the air with standing HK from afar or Rear Spin Kick when they're closer. Rear Spin Kick floats foes if it hits anti-air, giving you a chance to continue with a combo.

When she's close to an opponent, Chun-Li has a variety of options that can be used to push her back to her optimal range or deal big damage without using any meter. Start by pressuring with crouching LK and LP, then verify into a combo with Kintekishu (see **combo III**) or perform a mix-up with an instant Yosokyaku, Kakukyakuraku, or simply walk up and throw the foe. Kakukyakuraku jumps over your opponent with a mid-hitting kick and leaves you with enough frame advantage to combo afterwards, but it's fairly easy for an opponent to read. By performing Yosokyaku immediately after you jump, you can hit most crouching characters with an incredibly quick mid attack. After Yosokyaku, Chun-Li bounces in the air and can perform another aerial attack. But in this situation, you should generally use jumping LK to cross up your opponent. Cross-up jumping LK occasionally misses in this situation, and it's nearly impossible to predict. So occasionally this mix-up will fail for reasons out of your control.

If you don't want to risk a mix-up, you can pressure your opponent with standing MP canceled into Hazanshu or Hyakuretsukyaku. Each version of Hazanshu is safe when blocked against most characters, so you can use it liberally. You need to use the right version of Hazanshu for the right distance—if you miss your opponent by using the MK or HK versions, you can be easily punished after your attack sails over their head! If your opponent sees your Hazanshu coming, they can punish it by vertically jumping over it. Discontinue Hazanshu in the situations you've been using it and see if your opponent vertical jumps. If so, knock them out of the air with standing HK. And if they don't, keep pressuring with standing MP. Hyakuretsukyaku, like Hazanshu, is safe on block and can be verified into a combo using Switch cancel: if Hyakuretsukyaku starts hitting your opponent, Switch cancel and continue a combo on the ground!

If Chun-Li has been knocked down, you can use EX Spinning Bird Kick as a reversal. EX Spinning Bird kick hits in front of and behind Chun-Li, making it effective against cross-ups and ground attacks. If you manage to hit your opponent into the corner, you can even combo afterwards (see **combo V**)! This attack is unsafe if blocked, so don't be predictable. If you think your opponent is expecting an attack, wakeup with crouching LK and regain control of the match!

Combo Appendix

Sequence	Notes
Cr.LK, cr.MK ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + K K, cl.HK ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + LK	1 block, corner required. You can combo off EX Hyakuretsukyaku in the corner, but it sucks away most of your juggle potential, limiting the combo you can perform.
Cr.LK, cr.MK ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + K K, ⇦ ⬀ ⇩ ⬁ ⇨ + K K K	3 blocks, corner required. If you try to add any additional hits before performing Senretsukyaku, your opponent will fall out before the Super fully hits.
Cr.LK, ⇦ + MK ▷ MK ▷ ⇩ ⇧ + MK	You can link into Kintekishu after crouching LK, but it's more difficult than crouching LP.
J.HP ▷ HP, cr.HP ▷ ⇩ (charge)⇧ + HK	Trial 9, must use jumping forward HP to perform target combo.
⇦ ⬀ ⇩ ⬁ ⇨ + LP, st.HK	Trial 10, perform LP Kikoken from full screen, walk behind it, then perform standing HK after it hits.
Cr.LP, st.MP ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + LK	Trial 11
Cr.LK, cr.LP, cr.MK ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + HP	Trial 12
⬁ + HK, cr.LK ▷ cr.MP ▷ cr.HP ▷ ⇩ (charge)⇧ + K K	Trial 13
⇨ ⬁ ⇩ ⬀ ⇦ + K K, cl.HK ▷ ⬀, (in air) ⇩ + MK, (in air) ⇩ + MK, (in air) ⇩ + MK	Trial 14
Cr.LK, cr.LP, st.LP ▷ st.MP ▷ cl.HK ▷ ⇨ ⬁ ⇩ ⬀ ⇦ + K K	Trial 15
J.HK, cr.LP, cr.LP, cr.LP ▷ cr.MK ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + P P, ⇦ ⬀ ⇩ ⬁ ⇨ + K K K	Trial 16
J.HK, ⇦ + MK ▷ MK ▷ ⬀, J.MK, (in air) ⇩ + MK, (in air) ⇩ + MK, (in air) ⇩ + MK	Trial 17, wait to perform jumping MK until just before you hit the ground, then jump and combo with three reps of Yosokyaku.
J.HP ▷ HP, st.LP ▷ st.MP ▷ cl.HP ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + P P, cr.LK ▷ cr.MK ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + K K K	Trial 18, must use jumping forward HP to perform target combo.
J.HP ▷ HP, cl.HK ▷ ⇨ ⬁ ⇩ ⬀ ⇦ + LK, st.LK ▷ st.MP ▷ cl.HP ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + K K K	Trial 19
J.LK, cr.LP ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + K K, ⇩ (charge)⇧ + K K, cr.HP ▷ ⇩ (charge)⇧ + K K	Trial 20, corner required.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↘→ + MP MK	High	20, 5 x 13, 15	9	2	46	—	-26
Notes								
62 frame cinematic freeze before attack begins, full body invulnerability frames 1-10								



Chun-Li kicks at her opponent's legs, unleashes a flurry of kicks against them, and knocks her foe toward her partner. Chun-Li doesn't move very far forward during this Cross Art, making it primarily useful in combos and in guaranteed reversal situations.

COMBO USAGE

I. Cr.LK, cr.LP, cr.LP, st.HP

147 damage

Since Chun-Li is best when she's poking away at opponents from a distance, it's often useful to sacrifice damage for positioning. Chun-Li's light attacks push her farther away from her opponent than they do in *Street Fighter IV*, so you can only connect up to three before you'll be out of distance for a fourth. If you think you might be out of range to hit with a third light attack, remove it and immediately perform standing HP. If you don't mind tagging-out Chun-Li, you can cancel standing HP into a launcher to continue the combo with your opponent. But you'll probably want to stay at Chun-Li's optimum range instead of adding on a little extra damage.

II. Cl.HP ▷ →↘↓↙← + LK, cr.MK ▷ ←↙↓↘→ + HP

243 damage

Chun-Li can combo after a connected LK Hazanshu, which combos off her close and crouching heavy attacks. After a close standing HP, you'll be in range for crouching MK cancelled into HP Kikoken. But this link is difficult and requires some practice. You can combo LK Hazanshu after a crouching LP to crouching HP link. But you'll be too far away to connect with crouching MK after it hits. You can add more damage after that link by comboing with standing LK and then using a Boost Combo or Cross Rush. But finishing that combo will either tag you out or cost Cross Gauge.

III. ↖ + HK, cr.LP, ← + MK ▷ MK ▷ ↗, J.HK, cl.HK ▷ →↘↓↙← + HK

334 damage

Kakukyakuraku is a decent mix-up tool that puts you at enough frame advantage to link into a combo after it hits. But it is easy for opponents to see it coming and avoided by Forward Recovery Rolls. Off any crouching LP or LK, you can link into Kintekishu, which is an incredibly useful combo tool. The link is harder with crouching LK, so it's best to use crouching LP when you're hitting with something else first (like Kakukyakuraku). After Kintekishu, perform Tenkukyaku but cancel it by jumping toward your opponent. Wait to hit jumping HK until you're very low to the ground in order to push your opponent back less and to keep you in range to hit close standing HK. Ending this combo puts your opponent in hard knockdown right in front of you, giving you the chance to control the flow of the match. If you want more time to back off from your opponent after it's finished, you can use LK or MK Hazanshu instead, which keeps your opponent in knockdown state longer and gives you the chance to retreat to your optimum range. If you want more damage, you can end this combo by jump-canceling close standing HK then performing three hits of Yosokyaku, although doing so only gets you 1 extra point of damage and worse positioning. You can also end this combo with Hyakuretsukyaku then Switch in your opponent to allow them to continue the combo. But this combo causes so much damage scaling that you won't be able to add much.

IV. Cr.LP, cr.LP ▷ ←↙↓↘→ + PP, ← + MK ▷ MK ▷ ↗, J.HK, cl.HK ▷ ↗, (in air) ↓ + MK, (in air) ↓ + MK, (in air) ↓ + MK

321 damage, 1 block required

EX Kikoken puts your opponent in enough hitstun that you can link into Kintekishu after it hits. Since it's an EX move, you can use it in a Boost Combo as long as your combo ends with close standing HP or HK. Any other attack will probably leave you too far away to link into Kintekishu. This combo ends a Kintekishu juggle with three reps of Yosokyaku, but you can end it in a number of ways, depending on where you want Chun-Li to end up (see **combo III**).

V. Cr.LK, cr.LP ▷ ↓(charge)↑ + KK, cl.HK ▷ ↗, (in air) ↓ + MK, (in air) ↓ + MK, (in air) ↓ + MK

286 damage, 1 block, corner required

While you can do this combo as it's listed, it's mostly here to illustrate how you can take advantage of connecting with a reversal EX Spinning Bird Kick that knocks your opponent into the corner. If you hit your opponent out of the air, EX Spinning Bird Kick might use up all your juggle potential, causing any additional combo to fail. So don't get overly gutsy and try to juggle with a Super Art. Although it looks like you might be close enough, you'll probably need to walk forward slightly before juggling with close standing HK. You can hit your opponent very low to the ground, as long as you manage to connect with the HK. Afterward, just juggle with Yosokyaku three times and marvel at the damage you obtained on your wakeup. If you're too far from the corner, you can tack on a crouching HK or simply put some pressure on your opponent by throwing an LP Kikoken that they're forced to wakeup into.

VI. ← + MK ▷ MK ▷ ↗, J.HK, cl.HP ▷ ←↙↓↘→ + LK ▷ →→, cl.HK ▷ ←↙↓↘→ + KKK

445 damage, 2 blocks required

Even though it's difficult, you can keep attacking your opponent in a juggle by canceling into Hyakuretsu Kyaku then canceling it with a dash. You must alter your timing on jumping HK to get this to work: hit them to pop up as high as possible but low enough so you can hit them with close standing HP as soon as you land. Immediately after hitting with close HP, cancel into LK Hyakuretsukyaku and hold the input down, then immediately dash. This has to be done as fast as possible to continue this combo. If you don't hit your opponent high enough, you will not connect with close standing HK. If you're willing to spend the meter, you can end a Kintekishu with Senretsukyaku or Chun-Li's Cross Art. For maximum damage, hit your opponent as low to the ground as possible. If your opponent is too high, you'll whiff with several hits of Senretsukyaku, although generally you'll only miss out on 15-20 points of damage. If you have three blocks, consider ending this combo with Cross Art to remove all of your opponent's recoverable life while dealing massive damage.

VII. Cl.HK ▷ ↗, (in air) ↓ + MK, (in air) ↓ + MK, (in air) ↓ + MK

Damage depends on damage scaling

After a Launcher, you can inflict decent damage by using close standing HK then immediately canceling into jump and performing three quick reps of Yosokyaku. After a Switch Cancel, you might have enough time to keep your opponent in the air longer by canceling a close standing HP into Hyakuretsukyaku (see **combo VI**). But your opponent will have to be floating fairly high to do it.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Dhalsim

Guided by the Holy Flame

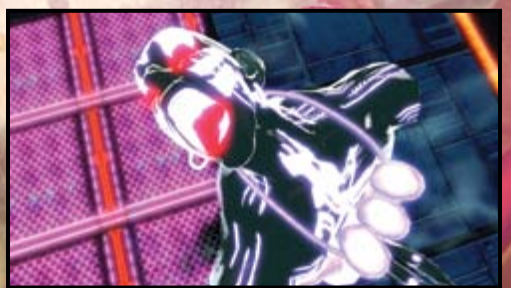
An Indian priest who is a master of yoga. His ability to stretch both his arms and legs and to spew fire from his mouth are all a result of his miraculous yoga powers. Although he is hesitant to harm his opponents, he continues to fight for himself and his family. In order to investigate the whereabouts of the missing children, Dhalsim heads to Antarctica.

Win Comment 1: This is also destiny…
Win Comment 2: Becoming obsessed with the fight does not lead to true power. You should re-evaluate your ideals.
Win Comment 3: Yoga…


Color 1


Color 2


Indomitable Force

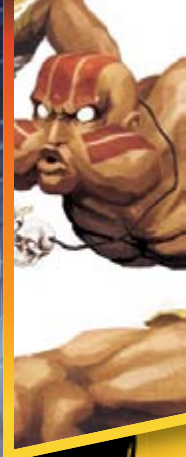

Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



YOGA...

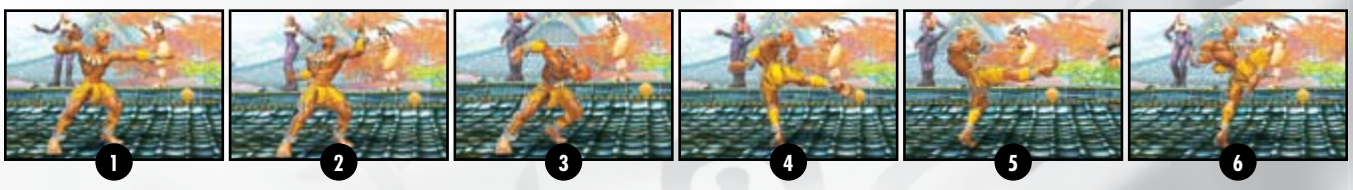


DATA ARSENAL

Vitality	900
Forward Dash Duration	32 frames
Backdash Duration	8 frames invulnerability, 10 frames airborne, 11 frames grounded (29 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	55 frames (55 frames)
Diagonal Jump (and High Jump) Duration	55 frames (55 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	4	4	9	+3	-1	SM, EX, SA, CA	—
2	Standing MP	High	60	5	6	14	+3	-3	SM, EX, SA, CA	Forces standing on hit
3	Standing HP	High	90	7	6	21	+2	-4	SM, EX, SA, CA	—
4	Standing LK	High	30	3	4	9	+4	0	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
5	Standing MK	High	60	5	4	16	+1	-3	SM, EX, SA, CA	—
6	Standing HK	High	90	6	5	16	+5	-1	—	Forces standing on hit, knockdown on airborne foes



Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	3	8	+6	+2	SM, EX, SA, CA	—
2	Crouching MP	High	60	5	5	8	+8	+4	SM, EX, SA, CA	—
3	Crouching HP	High	90	7	6	15	+4	-1	SM, EX, SA, CA	—
4	Crouching LK	Low	30	5	6	8	+3	-1	SM, EX, SA, CA	—
5	Crouching MK	Low	60	6	6	13	+2	-2	SM, EX, SA, CA	—
6	Crouching HK	Low	90	12	3	24	Sweep knockdown	-7	—	—

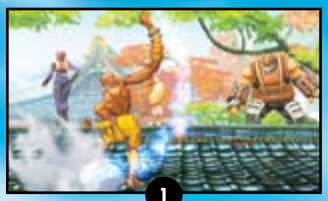


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

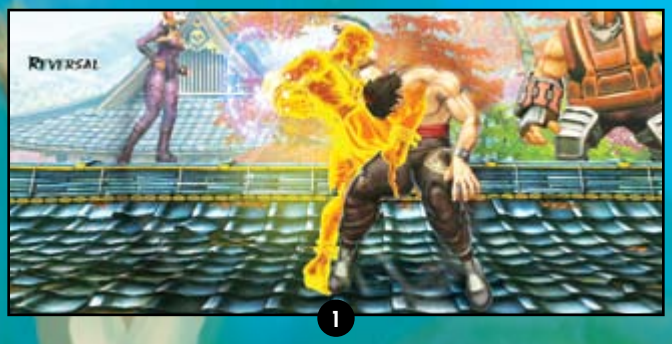
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

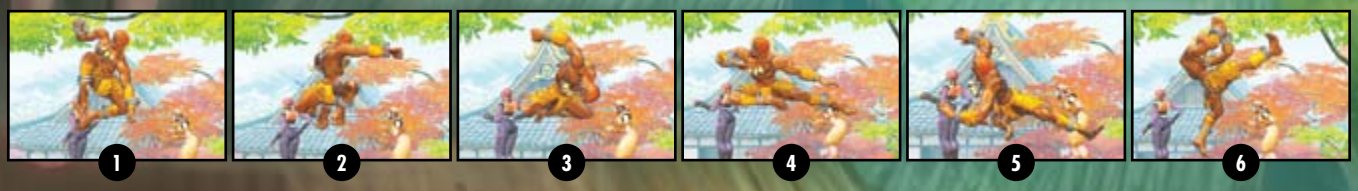
Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Notes
1	⇨ + HP HK (while blocking)	High	60, 40 x 2	7	3	18	Hard knockdown	-1	Similar to standing HK, full body invulnerability frames 1-7





Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	6	7	Until grounded, 4 frames landing	+12	+4	—	—
2	Jumping MP	Mid	70	6	8	Until grounded, 4 frames landing	+16	+5	—	—
3	Jumping HP	Mid	100	6	6	Until grounded, 4 frames landing	+20	+8	—	—
4	Jumping LK	Mid	40	6	9	Until grounded, 4 frames landing	+12	+4	—	—
5	Jumping MK	Mid	70	8	7	Until grounded, 4 frames landing	+16	+5	—	—
6	Jumping HK	Mid	100	7	6	Until grounded, 4 frames landing	+20	+8	—	—



BECOMING OBSESSED WITH THE FIGHT DOES NOT LEAD TO TRUE POWER. YOU SHOULD RE-EVALUATE YOUR IDEALS.

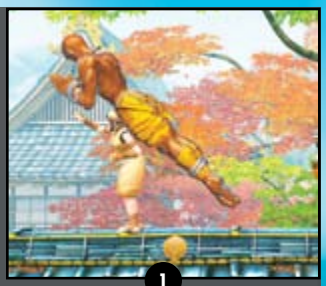
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Unique Attacks

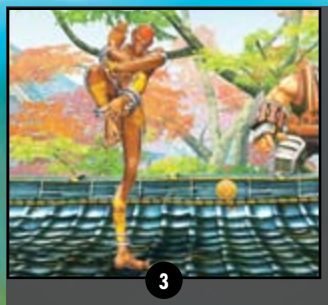
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Yoga Spear	(in air) ↓ + K	High	70	12	Until grounded	7	+12	+4	—	Button strength determines angle of descent
2	Yoga Mummy	(in air) ↓ + HP	High	90	13	Until grounded	6	+18	+5	—	Knockdown on airborne foes
3	Yoga Tower	↓ + P P P	—	—	—	—	122	—	—	—	Lower and middle body invulnerability frames 1-60, cancelable with any attack after frame 32
4	Razor Chop	→ + LP	Mid	30	14	5	11	+3	-3	—	—

Yoga Spear: Dhalsim alters his jump trajectory then dives toward his opponent feet-first during this attack. Yoga Spear has three different trajectories, depending on the attack strength is used: LK dives at a wide angle that nearly travels the entire screen, MK at a 45 degree angle, and HK almost directly downward. Yoga Spear is best used to alter Dhalsim's enormous jump—he stays in the air longer than any other character during a jump, making him an easy target for anti-air attacks and projectiles. To avoid making Dhalsim an easy target in the air, use Yoga Spear along with Yoga Teleport to quickly reach the ground and surprise your opponent.

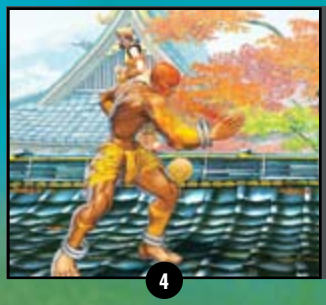




Yoga Mummy: Dhalsim alters his jump trajectory and dives toward his opponent head-first during this attack. Unlike Yoga Spear, there's only one version of Yoga Mummy, so you can't pick and choose your angle of attack. If Yoga Mummy manages to hit an opponent out of the air, it will knock them down, giving you the chance to juggle afterward.



Yoga Tower: Dhalsim stands on one leg and stretches toward the sky, avoiding your opponent's attacks during this unique move. When Yoga Tower is used, Dhalsim avoids any throws, mid, and low attacks. This gives you the chance to potentially escape your opponent's pressure and to counter attack. After a little over half of a second, you can cancel Yoga Tower with an attack to strike back at your opponent. While Dhalsim avoids any grounded attacks, he can't avoid attacks aimed at his head, so don't use Yoga Tower against jumping opponents.



Razor Chop: Dhalsim reaches back then drops a chop on his opponent during this attack. Razor Chop is a mid attack, giving Dhalsim a chance to open up a crouching opponent's defense. Razor Chop has very little range, so you'll need to be almost directly next to your opponent in order to make contact. While this attack is slightly unsafe if blocked, it leaves Dhalsim at enough frame advantage on hit for you to link a standing LK or Yoga Inferno afterward!

THIS IS ALSO DESTINY...

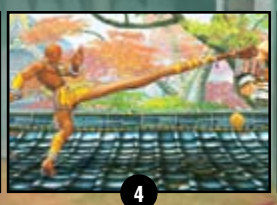
Standing Zoom Attacks—→ + P or K

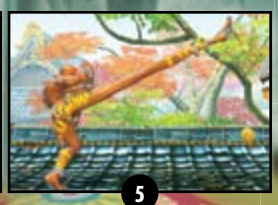
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Zoom Straight	→ + MP	High	60	10	3	19	-1	-5	—	—
2	Double Zoom Straight	→ + HP	High	90	10	6	19	0	-5	—	—
3	Zoom Low Kick	→ + LK	High	30	7	4	13	0	-4	—	—
4	Zoom High Kick M	→ + MK	High	60	9	3	18	0	-4	—	—
5	Zoom High Kick H	→ + HK	High	90	13	4	16	+5	0	—	—











©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

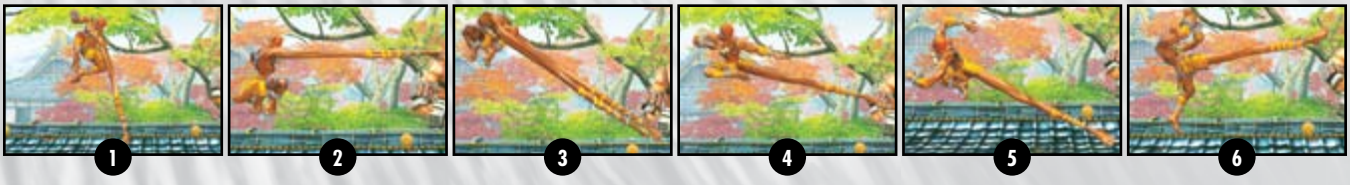
Crouching Zoom Attacks—↘ + P

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Zoom Punch L	↘ + LP	Low	30	9	4	11	+2	-2	—	—
2	Zoom Punch M	↘ + MP	Low	60	12	5	18	-1	-6	—	—
3	Double Zoom Punch	↘ + HP	Low	90	14	3	23	-1	-6	—	—
4	Sliding	↘ + LK	Low	30	3	8	12	-3	-7	SM, EX, SA, CA	—
5	Yoga Sliding	↘ + MK	Low	60	6	11	14	-4	-8	—	—
6	Long Sliding	↘ + HK	Low	90	10	12	26	Sweep knockdown	-18	—	—



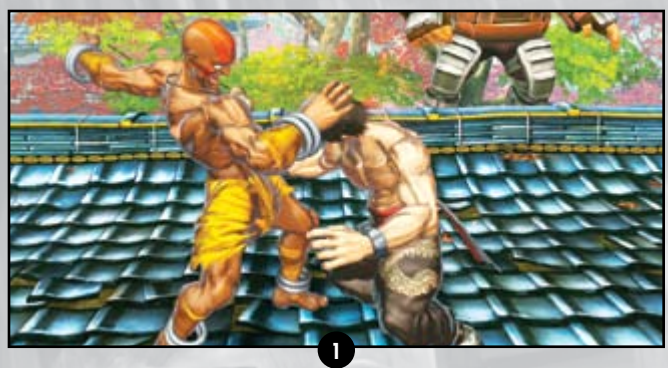
Jumping Zoom Attacks—→ + P or K

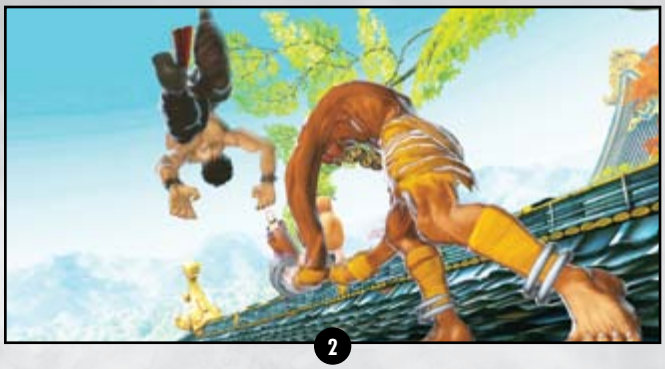
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jump Zoom Under Punch	(in air) ⇨ + LP	Mid	40	7	11	Until grounded, 4 frames landing	+12	+4	—	—
2	Jump Zoom Slide Punch	(in air) ⇨ + MP	Mid	70	8	4	Until grounded, 4 frames landing	+16	+5	—	—
3	Jump Double Zoom Punch	(in air) ↘ + HP	Mid	100	8	4	Until grounded, 4 frames landing	+20	+8	—	—
4	Jump Zoom Forward Kick L	(in air) ↘ + LK	Mid	40	10	6	Until grounded, 4 frames landing	+12	+4	—	—
5	Jump Zoom Forward Kick M	(in air) ↘ + MK	Mid	70	12	3	Until grounded, 4 frames landing	+16	+5	—	—
6	Jump Zoom High Kick	(in air) ↘ + HK	Mid	100	10	6	Until grounded, 4 frames landing	+20	+8	—	—



Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Yoga Smash	⇨ or N + LP LK	Throw	120	7	2	20	Hard knockdown
2	Yoga Throw	⇦ + LP LK	Throw	130	7	2	20	Hard knockdown



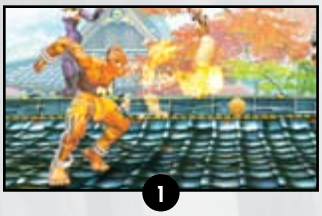


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

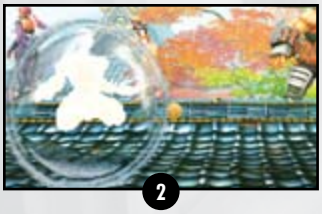
From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Yoga Fire	↓↙←+LP	High	50	15	—	36	-5	-10	—	Projectile has 1 durability point, projectile active for 91 frames, knockdown on airborne foes
	MP Yoga Fire	↓↙←+MP	High	50	15	—	36	Knockdown	-10	—	Projectile has 1 durability point, projectile active for 55 frames
	HP Yoga Fire	↓↙←+HP	High	50	15	—	36	Knockdown	-10	—	Projectile has 1 durability point, projectile active for 41 frames
	EX Yoga Fire	↓↙←+PP	High	40 x 2	15	—	30	+7	+2	—	Projectile has 2 durability points, knockdown on airborne foes
2	Yoga Teleport	→↓↙ or ←↓↗ + PPP or KKK	—	—	—	—	48	—	—	—	Full body invulnerability frames 1-29, crushes crouching attacks frames 30-33
	Aerial Yoga Teleport	(in air) →↓↙ or ←↓↗ + PPP or KKK	—	—	—	—	30	—	—	—	Full body invulnerability frames 1-25, can attack after teleport ends
3	LP Yoga Flame	→↙↓↗←+LP	High	80	16	23	22	Knockdown	-5	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Yoga Inferno, hit counts as projectile
	MP Yoga Flame	→↙↓↗←+MP	High	90	19	27	16	Knockdown	0	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Yoga Inferno, hit counts as projectile
	HP Yoga Flame	→↙↓↗←+HP	High	100	22	32	13	Knockdown	+2	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Yoga Inferno, hit counts as projectile
	EX Yoga Flame	→↙↓↗←+PP	High	80, 80	17	32	11	Knockdown	+5	—	Can be Super Charged: 51 frames to perform Yoga Inferno, hit counts as projectile
4	LK Yoga Blast	→↙↓↗←+LK	High	130	13	20	45	Knockdown	-24	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Yoga Volcano, hit counts as projectile
	MK Yoga Blast	→↙↓↗←+MK	High	150	17	20	37	Knockdown	-17	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Yoga Volcano, hit counts as projectile
	HK Yoga Blast	→↙↓↗←+HK	High	180	32	20	23	Knockdown	-3	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Yoga Volcano, hit counts as projectile
	EX Yoga Blast	→↙↓↗←+KK	High	70 x 2	5	17	31	Knockdown	-5	—	Can be Super Charged: 51 frames to perform Yoga Volcano, full body invulnerability frames 2-4, hit counts as projectile



Yoga Fire: During this Special Move, Dhalsim spits a flaming projectile at his opponent. LP Yoga Fire travels very slowly, allowing it to take up space on the screen. It also doesn't knock down your opponent, allowing you to use it to start a combo after Teleporting or using a Zoom attack. The MP and HP versions both knock down an opponent, but the MP version travels slightly slower than the HP version and stays on screen longer. The stronger versions are best used in combos where you can use the knock down as an advantage. EX Yoga Fire leaves Dhalsim at enough frame advantage to give you the chance to combo after it hits! You must be close to your opponent in order to combo afterwards, but it can add extra damage to many of Dhalsim's combos.



Yoga Teleport: Dhalsim hovers in the air in a meditative pose then disappears before reappearing in a different spot on the screen during this Special Move. The direction in which Dhalsim reappears depends on which motion you use to perform the attack: →↓↙ causes Dhalsim to teleport toward his opponent, while ←↓↗ causes him to teleport away from his opponent. When using ←↓↗ Yoga Teleport, the attack type used determines how far Dhalsim retreats: PPP travels about half screen, while KKK takes Dhalsim to the end of the screen. When using →↓↙ Yoga Teleport, the attack type used determines the side of your opponent on which you'll appear: KKK places you in front of your opponent, while PPP places you behind them. Yoga Teleport can also be performed in the air, where it is the most effective since Dhalsim can perform any aerial attack after it's finished! This can be performed very low to the ground by inputting →↓↙→↗, which still gives you the ability to attack on the way down.



Yoga Flame: Dhalsim inhales then unleashes a stream of raging flames against his opponent during this attack. Yoga Flame is one of Dhalsim's two Super Chargeable attacks, so you can charge up a Yoga Flame and unleash it if your opponent wanders into range. Yoga Flame is best used in combos, where it gives you a knockdown and deals more damage than Yoga Fire. EX Yoga Flame deals huge damage, making it a great combo ender if you're looking for a way to inflict big damage. If you Super Charge this attack, it turns into Yoga Inferno, which quickly fires a stream of flame toward your foe.



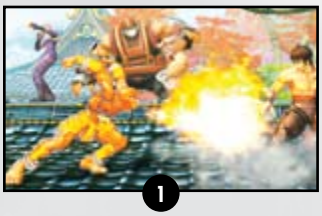
Yoga Blast: During this attack, Dhalsim unleashes an intense flame toward the sky and aims to knock an opponent out of the air. Yoga Blast is very damaging but very difficult to use because of its long startup period. In order to anti-air an opponent, you must perform it early, especially the HK version. EX Yoga Blast is fast and invulnerable until the frame before it starts up, making it more effective as an anti-air. If Yoga Blast is Super Charged to a Super Art, it becomes Yoga Volcano, which shoots a stream of highly damaging fire toward the air.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Notes
1	Yoga Inferno	⇨⇘⇩⇙⇦ + P P P	High	50 x 5	3	40	23	Hard knockdown	-3	78 frame cinematic freeze before attack begins, full body invulnerability frames 1-3, hits count as projectile
2	Yoga Volcano	⇨⇘⇩⇙⇦ + K K K	High	50 x 5	8	40	20	Hard knockdown	+1	67 frame cinematic freeze before attack begins, full body invulnerability frames 1-8, hits count as projectile

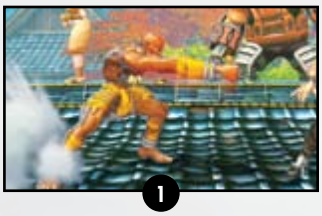

1


2

Yoga Inferno, Yoga Volcano: Unlike most characters, Dhalsim has two Super Arts, which serve different purposes. Yoga Inferno fires horizontally toward his opponent and starts up in 3 frames, which is fast enough to punish many attacks! Yoga Volcano starts up slower but fires straight up, making it a strong anti-air if your opponent is in range. Both Super Arts deal the same damage and hit for the full amount, as long as your opponent runs into them no matter how long they've been out. Yoga Volcano is only -3 when blocked, making it a decent way to deal chip damage on your opponent, but it is an expensive move. Yoga Volcano leaves Dhalsim at advantage, but it misses most characters on the ground, making it generally unsafe.

Cross Art

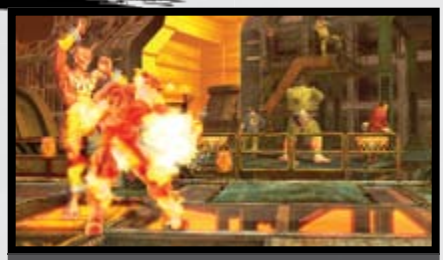
Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇩⇘⇨ + MP MK	High	20 x 5	9	2	50	Switch	-30
Notes								
63 frame cinematic freeze before attack begins, full body invulnerability frames 1-10								


1

Dhalsim launches his opponent into the air, grabs their feet with outstretched limbs, slams them into the ground, and finally throws them to his partner. While Dhalsim's Cross Art looks like it has a high vertical range, its only active frames are directly in front of him, making it difficult to use as an anti-air attack. If you can guarantee that this Cross Art will connect, it makes a fine combo ender.

OVERVIEW


Throw an LP Yoga Fire then perform an aerial Yoga Teleport with ⇨⇩⇘⇨⇗ ...


...to quickly get next to your opponent under the cover of a projectile!

Dhalsim is a long range character who is better at attacking an opponent from across the screen, rather than fighting directly next to one. Using Dhalsim's Zoom attacks, you can attack your opponent from ranges where they can't counter attack! At full screen, you should poke at them with standing MP and MK and occasionally standing and crouching HP. Crouching HP is almost a full screen low attack, forcing your opponent to occasionally crouch and prevent their advances. Be wary of throwing out too many heavy level attacks because they have a long recovery, making it easier for your opponent to get closer. You can further pressure your opponent by throwing Yoga Fire attacks to give them something else to worry about while you gain meter and cause chip damage.

If you're willing to take a risk, you can throw out a Yoga Fire then use aerial Yoga Teleport to mix-up your opponent. After a Yoga Fire, jump and perform aerial Yoga Teleport low to the ground and make your opponent guess what side on which you'll land! If you use P P P, you can get behind your opponent, while K K K places you in front! After Yoga Fire hits your foe, you can come down with an attack creating a combo! Even if your opponent blocks the Yoga Fire, you can further mix-up your foe by attempting a throw or trying to hit them with the mid-hitting Razor Chop. Be careful of using this technique when your opponent is too close to the corner—if your mix-up is blocked, you'll be left in the corner, which is possibly the worst place to be.

When your opponent has entered mid range, slow down your pokes and space out your attacks to prevent from throwing out an attack they will jump over. If your opponent jumps while you aren't recovering from an attack, knock them out of the air with standing MP or standing HK, depending on their jump angle. If their attack is approaching from the front, knee them out of the air with standing HK and, if your opponent is over your head, chop them out of the air with standing MP. If you have meter available, you can blast away with EX Yoga Blast or Yoga Volcano, although both hit only from a very specific range.


Standing HK is a strong anti-air against opponents jumping at you from the front, and it knocks down enemies, giving you the chance to combo!


If your opponent is above you, you can slap them out of the air with standing MP.

If your opponent manages to get on top of you after a knockdown, you'll need to adjust your escape plan based on your positioning on the screen. Outside of the corner, in many circumstances you can simply teleport away with backwards Yoga Teleport, which is invulnerable on startup. Opponents who can quickly cross the screen will be able to punish you, so be careful of their attack range before trying. If you're in the corner, you won't be able to teleport away, so refrain from using it there. Generally, you should look for a chance to get away from your opponent by defending and carefully using Sliding and Yoga Tower. If you think they will attempt a throw or a slow standing or crouching attack, you can avoid it with Yoga Tower. Throw them into the corner and start retreating. If you think your opponent will cross you up in the corner, use Sliding to get under their jump and escape!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.MP, cr.MK ▷ ⇨⇘⇩⇙⇦ + LP

184 damage

As a long range character, Dhalsim isn't really a combo powerhouse. If you do manage to get up close to your opponent, you can combo with a link starting with crouching MP. This attack leaves Dhalsim at +8 frame advantage after it hits, which is enough to link into almost any of his normal attacks. If you want slightly more damage, you can replace crouching MK with crouching HP, but doing so may cause distance problems from midscreen if crouching HP pushes your opponent too far away to connect with Yoga Flame. This example combo uses LP Yoga Flame, but you can use MP Yoga Flame for slightly more damage. For whatever reason, MP Yoga Flame is much harder to combo into so, for consistency, use this combo from midscreen. You can also replace either version of Yoga Flame for Yoga Inferno for 320 damage at the cost of two blocks of Cross Gauge.

II. Cr.MP, st.HP ▷ ⇨⇘⇩⇙⇦ + HP

190 damage

If you want to guarantee the ability to combo into a higher-damage Yoga Flame, you can link into crouching or standing HP. Standing HP doesn't push you too far away, making this combo easier. The first hit of standing HP does less damage than Dhalsim's medium attacks, so you really aren't getting more damage when you use it. You could use Yoga Inferno here just like in **combo I**, but it will do less damage than using a medium attack or crouching HP.

III. St.HK, ⇨ + HP

180 damage, anti-air required

Dhalsim's standing HK is a very strong anti-air attack, and it always knocks the opponent down, giving you a chance for a combo afterwards. At most ranges, however, you won't be able to combo much because your opponent will be too far away. Still, this is 90 damage more than you would get with just the anti-air! At some ranges, you might be able to connect with standing MK into Yoga Flame, although it's very precise and not something to count on. If you're willing to spend meter, you can replace Zoom Double Straight Punch with Yoga Inferno for 340 damage, which is better than you'd get from just doing Yoga Volcano!

IV. Cr.MP, st.MP ▷ ⇨⇘⇩⇙⇦ + MP, st.LK, st.LK, st.MP ▷ ⇨⇘⇩⇙⇦ + MK

321 damage, corner required

If you manage to hit your opponent in the corner, you can do some big damage by hitting with a combo after MP Yoga Flame. It's very difficult because you must hit standing LK immediately after Dhalsim recovers. This is sometimes hard because so much is going on in the corner—your opponent is on fire, hit effects are everywhere, and it's just chaos. After juggling the first standing LK, the rest of this combo is easy—just do everything else at your convenience. Unfortunately, HK Yoga Blast is too slow to combo in this juggle, so you must settle for MK Yoga Blast instead. You can replace this with a Super: see **combo VI** for details.

V. Cr.MP, cr.MP, ⇘ + LK ▷ ⇨⇘⇩⇙⇦ + PPP

332 damage, 2 blocks required

If you need extra time to verify into Super Art midscreen, you can add a link into sliding after two connected crouching MP and then cancel it into Yoga Inferno. You could also just link into Yoga Inferno directly from two crouching MP, but this does slightly more damage.

VI. Cr.MP, cr.HP ▷ ⇨⇘⇩⇙⇦ + MP, st.LK, st.LK, st.MP ▷ ⇨⇘⇩⇙⇦ + KKK

424 damage, 2 blocks, corner required

This is a bigger combo to use if you've hit your opponent in the corner. Linking crouching HP after crouching MP is slightly harder to do and less forgiving than linking after crouching MP. But it's a 2 frame link, so it's not considerably more difficult. This combo ends with Yoga Volcano, although it's more for style than damage. Unless you've hit your opponent into the air fairly high, you'll be able to connect with Yoga Inferno, and they both deal the same amount of damage.

VII. Cr.MP, st.MK ▷ ⇩⇘⇨ + HP

Damage depends on damage scaling

After a tag combo, Dhalsim doesn't have too many options, especially midscreen. If you tag-in Dhalsim, you can hit a foe with this combo for a little bit of damage and gain positioning. After you hit an opponent with this combo, they will be pushed about a half screen away, giving you plenty of time to move backwards and to start throwing out limbs again.

Combo Appendix

Sequence	Notes
Cr.HP, st.LK	Trial 9
Cr.MP, st.MK	Trial 10
Cr.MP, cr.MP, ⇨ + LK	Trial 11
(in air) ⇨ + HP, ⇨ + HP	Trial 12
(in air) ⇩ + HK, cr.MK ▷ ⇨⇘⇩⇙⇦ + LP	Trial 13, easier in the corner.
Cr.LK ▷ cr.MK ▷ st.HP ▷ ⇩⇘⇨ + PP, ⇨ + LK	Trial 14, cancel the first hit of standing HP or the combo will fail.
J.HP, cr.HP ▷ ⇩⇘⇨ + PP, ⇨⇘⇩⇙⇦ + PPP	Trial 15, easier in the corner. Use jumping forward HP if EX Yoga Fire isn't comboing off crouching HP.
⇩⇘⇨ + HP, ⇘ + LK ▷ ⇨⇘⇩⇙⇦ + KKK	Trial 16, corner required. Perform HP Yoga Fire from sweep distance.
(in air) ⇩ + HP, st.HP ▷ ⇨⇘⇩⇙⇦ + HP, ⇨⇘⇩⇙⇦ + PPP	Trial 17, corner required. Hit Yoga Mummy very deep to connect with the rest of the combo.
⇩⇘⇨ + PP, st.LK ▷ st.MK ▷ ⇩⇘⇨ + PP, st.LK ▷ st.MK ▷ ⇩⇘⇨ + PP	Trial 18, corner required.
⇩⇘⇨ + LP, ⇨⇩⇘ + KKK, st.HP ▷ ⇩⇘⇨ + PP, st.LK ▷ st.MK ▷ ⇨⇘⇩⇙⇦ + PPP	Trial 19, corner required, teleport after throwing LP Yoga Fire. Wait until LP Yoga Fire hits the opponent before performing standing HP.
⇨ + LP, st.LK, cr.LP, cr.MP ▷ ⇨⇘⇩⇙⇦ + MP, st.LK, st.LK ▷ ⇨⇘⇩⇙⇦ + KKK	Trial 20, corner required. Razor Chop into standing LK is a 1 frame link, as is standing LK into crouching LP.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Guile

Air-Splitting Techniques

A military man who specializes in hand-to-hand combat. In the past, he had a countless number of encounters in the battlefield, and understands that war requires callousness. While he is not one to talk much, he has a strong sense of justice. Guile receives orders from his superiors to travel to Antarctica in order to secretly investigate a mysterious box that landed there.

Win Comment 1: If you want to survive, learn how to keep a cool head.
Win Comment 2: Go home and be a family man.
Win Comment 3: Too easy.


Color 1


Color 2

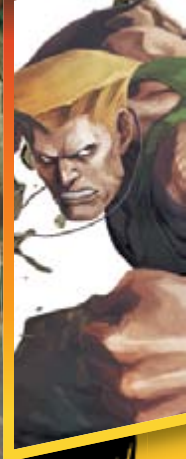

Military Spirit


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





DATA ARSENAL

Vitality	950
Forward Dash Duration	19 frames
Backdash Duration	8 frames invulnerability, 12 frames airborne, 6 frames grounded (26 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	4	2	10	+5	+1	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
2	Standing MP	High	60	5	4	17	0	-4	SM, EX, SA, CA	—
3	Standing HP	High	90	5	3	18	+4	-1	—	—
4	Standing LK	High	30	5	2	9	+6	+2	—	Rapid fire cancelable to light normal moves
5	Standing MK	High	60	8	4	15	+2	-2	—	—
6	Standing HK	High	90	13	5	17	+3	-2	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	4	2	9	+6	+2	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
2	Close standing MP	High	60	4	3	16	+2	-2	SM, EX, SA, CA	—
3	Close standing HP	High	90	6	4	19	+3	-3	SM, EX, SA, CA	Forces standing on hit
4	Close standing LK	High	30	4	3	7	+7	+3	—	Rapid fire cancelable to light normal moves
5	Close standing MK	High	60	5	2	21	-2	-6	—	—
6	Close standing HK	High	90	6	3	23	0	-6	—	Forces standing on hit

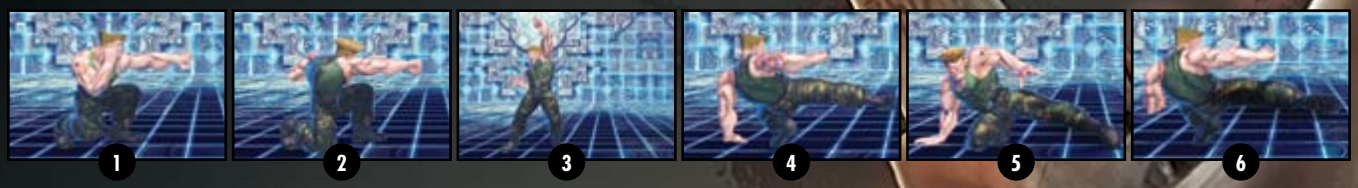


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	2	7	+8	+4	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
2	Crouching MP	High	60	5	5	10	+6	+2	SM, EX, SA, CA	—
3	Crouching HP	High	90	5	4	29	-7	-13	—	Forces standing on hit
4	Crouching LK	Low	30	4	2	9	+6	+2	—	Rapid fire cancelable to light normal moves
5	Crouching MK	Low	60	7	4	18	-1	-5	—	—
6	Crouching HK	Low	90, 90	6	4(20)4	21	Sweep knockdown	-5	—	—



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



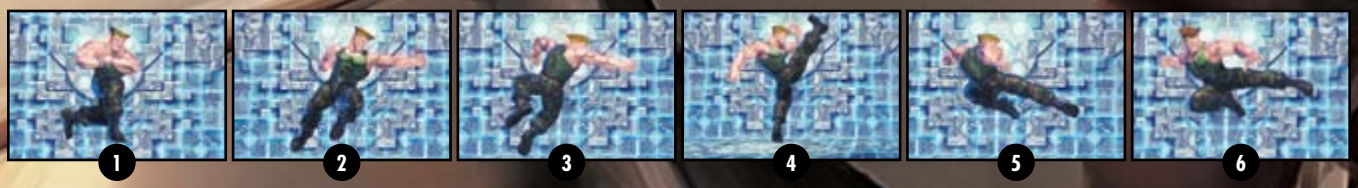
Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	100	6	11	47	Hard knockdown	-36
Notes								
Similar to HK Flash Kick, full body invulnerability frames 1-7								



Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	5	2	Until grounded, 4 frames landing	+12	+4	—	—
2	Vertical jumping MP	Mid	70	7	4	Until grounded, 4 frames landing	+16	+5	—	—
3	Vertical jumping HP	Mid	100	7	3	Until grounded, 4 frames landing	+20	+8	—	—
4	Vertical jumping LK	Mid	40	8	6	Until grounded, 4 frames landing	+12	+4	—	—
5	Vertical jumping MK	Mid	70	7	6	Until grounded, 4 frames landing	+16	+5	—	—
6	Vertical jumping HK	Mid	100	6	3	Until grounded, 4 frames landing	+20	+8	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Diagonal Jumping Normal Moves

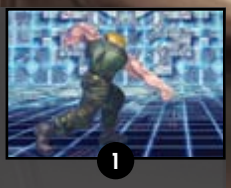
Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	6	6	Until grounded, 4 frames landing	+12	+4	—	—
2	Diagonal jumping MP	Mid	70	6	5	Until grounded, 4 frames landing	+16	+5	—	—
3	Diagonal jumping HP	Mid	100	6	5	Until grounded, 4 frames landing	+20	+8	—	—
4	Diagonal jumping LK	Mid	40	6	5	Until grounded, 4 frames landing	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	6	6	Until grounded, 4 frames landing	+16	+5	—	—
6	Diagonal jumping HK	Mid	100	6	5	Until grounded, 4 frames landing	+20	+8	—	—

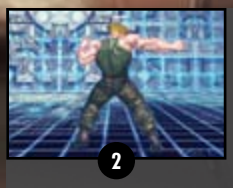


Unique Attacks

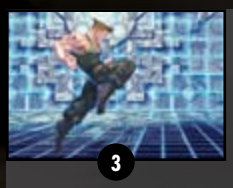
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Straight Chop	⇨ + MP	Mid	50	16	3	16	+4	-2	—	Hard knockdown on airborne foes
2	Spinning Back Knuckle	⇨ + HP	Crouchable high	100	9	3	15	+7	+2	—	Knockdown on airborne foes
3	Knee Bazooka	⇨ or ⇦ + LK	High	50	7	4	15	-2	-4	—	Knockdown on airborne foes
4	Rolling Sobat	⇨ or ⇦ + MK	High	60	11	4	14	+3	-1	—	Lower body projectile invulnerability frames 7-8, lower body invulnerability frames 9-21, knockdown on airborne foes
5	Reverse Spin Kick	(near opponent) ⇨ or ⇦ + HK	High	90	16	6	12	+7	+2	—	Knockdown on airborne foes
6	Guile High Kick	⇘ + HK	Crouchable high	80	8	2	16	Floats	+2	—	—

Straight Chop: You can condition your opponent to block low by performing attack strings starting with cr.LK then mix in Straight Chop to check their high guard. If Straight Chop connects as a Counter Hit, you can link st.LK afterwards into a Boost Combo or Boost Rush. The timing on linking cr.LP after a Counter Hit Straight Chop is easier than st.LK due to the faster startup of cr.LP, but the range of cr.LP will cause it to whiff at distances where st.LK will connect.

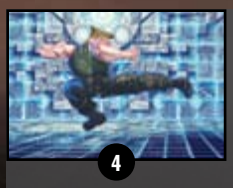




Spinning Back Knuckle: Guile performs his signature backhand attack as seen in the original *Street Fighter II*. Spinning Back Knuckle is one of Guile's farthest reaching attacks and can be used to surprise opponents at ranges where they are normally safe from normal moves, such as after a blockstring ending in Sonic Boom. Spinning Back Knuckle can also be used in combos, such as after EX Sonic Boom (see **combo II**) or after an anti-air Guile High Kick.

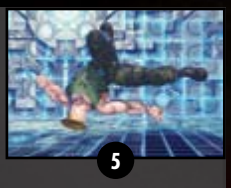


Knee Bazooka: Knee Bazooka is a leaping knee attack that travels about a character's length forward. Knee Bazooka can be performed while holding ⇦, this is useful because it allows Guile to advance forward while still maintaining the charge for Sonic Boom. Its quick startup and recovery make it usable in offensive pressure as a way to move back into cr.LP range. If blocked at maximum range, Knee Bazooka is unpunishable. Because of its traveling speed, Knee Bazooka can be used in place of dashing to advance while holding a charge for Sonic Boom.

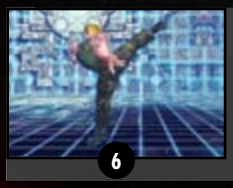


Rolling Sobat: Guile performs a low-altitude hop kick that is lower body invulnerable for a short period of time. It is also lower body projectile invulnerable for an even shorter period of time, so it can be used to pass through Sagat's Low Tiger Shot if timed correctly. Performing Rolling Sobat with ⇨ or ⇦ will cause Guile to move forward or backward respectively. Offensively, ⇨ ⇩ MK can be used as a way to get back into close range while countering low attacks. Defensively, ⇦ ⇩ MK can be used as a way to poke while positioning Guile for Sonic Boom or long range poke such as Spinning Back Knuckle or st.HK. Rolling Sobat is safe on block and grants frame advantage if blocked at the maximum distance possible.

Reverse Spin Kick: Reverse Spin Kick is a heavy attack that will hover over low attacks, making it useful after baiting out a low attack. Opponents attempting to option select a throw tech with ⇙ ⇩ LP LK (which results in cr.LK) can be countered with Reverse Spin Kick into a combo. It deals heavy hitstun, allowing you to link attacks such as cr.LP or Guile High Kick afterwards. It also yields +2 frames of advantage on block, allowing you to safely attack if your opponent guards it.



Even though you are required to be close to your opponent to perform Reverse Spin Kick, you don't have to be at point-blank range like performing close standing moves. At point-blank range, you can chain cr.LP up to four times and still be in range to perform Reverse Spin Kick.



Guile High Kick: Guile performs a roundhouse kick that that causes a float state, which can be followed with a juggle of cr.MP. Guile High Kick can be used as an anti-air against certain jumping attacks if timed correctly and can be followed by Spinning Back Knuckle if successful. This attack also sees use in some of Guile's more damaging combos, as seen in **combo IV** and **V**.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.
From the Library of Chris Miller

Target Combo—Crouching MK ▷ ➡ + MP

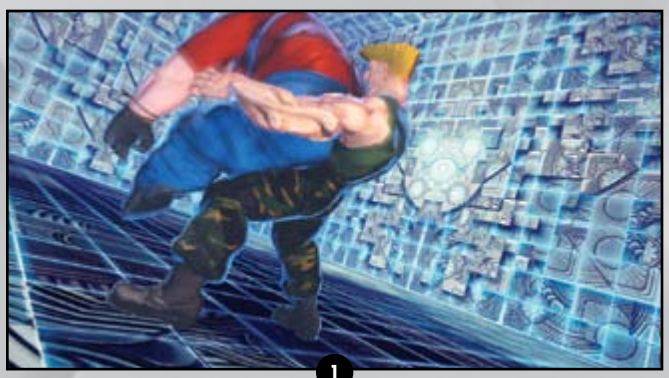
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Crouching MK	Low	60	7	4	18	-1	-5	—	Looks like cr.MK
—	Target Combo	Crouching MK ▷ ➡ + MP	Mid	50	16	3	16	+4	-2	—	Looks like ➡ + MP

Target Combo: Target Combo is a two-hit attack string that combines cr.MK and Straight Chop. Opponents not accustomed to this attack are practically guaranteed to get hit with it, but abusing it will result in opponents interrupting it with a quick attack because the second hit needs 16 frames to start. You can keep your offense fresh by mixing this attack in with cr.LP, cr.LK, cr.MP, and naked cr.MK.

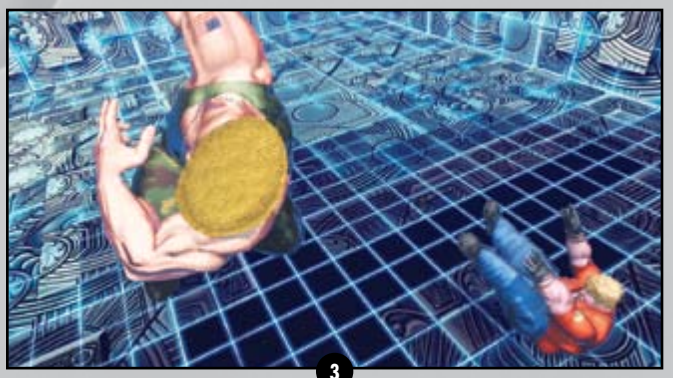
IF YOU WANT TO SURVIVE, LEARN HOW TO KEEP A COOL HEAD.

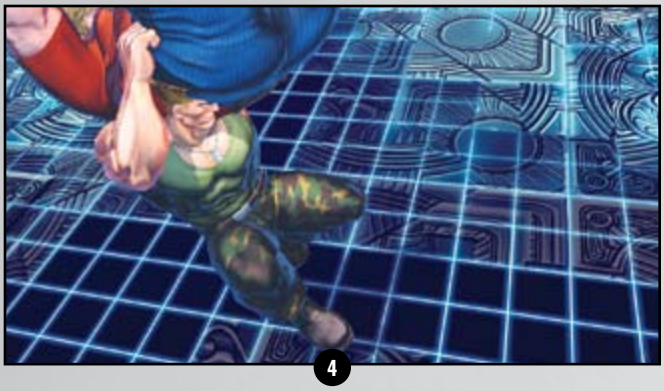
Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Dragon Suplex	➡ or N + LP LK	Throw	130	7	2	20	Hard knockdown
2	Judo Throw	⬅ + LP LK	Throw	130	7	2	20	Hard knockdown
3	Flying Mare	(in air) ➡ or N + LP LK	Air throw	150	7	2	Until grounded, 4 frames landing	Hard knockdown
4	Flying Buster Drop	(in air) ⬅ + LP LK	Air throw	150	7	2	Until grounded, 4 frames landing	Hard knockdown


1


2


3

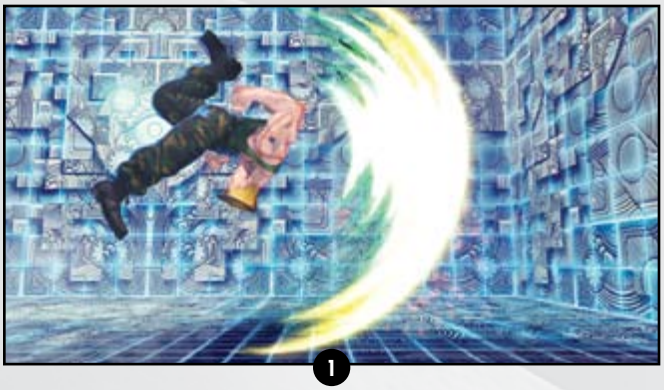

4

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LK Flash Kick	↓ (charge)↑ + LK	High	120 (60)	5	11	43	Knockdown	-32	—	Requires ↓ charge of 47 frames to execute, full body invulnerability frames 1-6
	MK Flash Kick	↓ (charge)↑ + MK	High	120 (70)	5	11	45	Knockdown	-34	—	Requires ↓ charge of 47 frames to execute, full body invulnerability frames 1-6
	HK Flash Kick	↓ (charge)↑ + HK	High	120 (80)	5	11	47	Knockdown	-36	—	Requires ↓ charge of 47 frames to execute, full body invulnerability frames 1-6
	EX Flash Kick	↓ (charge)↑ + K K	High	90, 80	6	11	47	Knockdown	-34	—	Requires ↓ charge of 47 frames to execute, full body invulnerability frames 1-6
2	LP Sonic Boom	← (charge)→ + LP	High	50	10	—	23	+8	+5	—	Requires ← charge of 49 frames to execute, can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, projectile has 1 point of durability, knockdown on airborne foes
	MP Sonic Boom	← (charge)→ + MP	High	50	10	—	25	+6	+3	—	Requires ← charge of 49 frames to execute, can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, projectile has 1 point of durability, knockdown on airborne foes
	HP Sonic Boom	← (charge)→ + HP	High	50	10	—	27	+4	+1	—	Requires ← charge of 49 frames to execute, can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, projectile has 1 point of durability, knockdown on airborne foes
	EX Sonic Boom	← (charge)→ + P P	Mid	40 x 2	11	—	29	+10	+7	—	Requires ← charge of 49 frames to execute, can be Super charged: 51 frames to perform Super Art, projectile has 2 points of durability, knockdown on airborne foes



1

Flash Kick: Guile performs a massive somersault. All versions of Flash Kick are invulnerable on startup and become active in 5 frames, making it useable as a reversal attack. Flash Kick's behavior changes through its 11 active frames. The first 2 active frames of Flash Kick have the least range but do 120 damage if the attack connects, regardless of the attack strength used. The next 7 frames have a slightly larger range but do less damage depending on the strength of the attack used (with LK doing the least damage and HK doing the most). The last 2 active frames cover the area in front and on top of Guile and do the same damage that the previous 7 active frames do.

Flash Kick is used in combos, as an instant reversal, and as anti-air. Since Flash Kick usually hits immediately during combos, LK Flash Kick is the best version to use because you're guaranteed the maximum Flash Kick damage and the fastest recovery. The LK version is also ideal when using Flash Kick as a reversal. In addition, LK Flash Kick differs from MK and HK Flash Kick in that the initial active frame window (which does the most damage) during LK Flash Kick is 3 frames instead of 2, making it slightly easier to counter jump-ins with a deep Flash Kick for maximum damage. However, countering jump-ins with a deep Flash Kick is risky since it involves performing it at the last moment possible. Countering jump-ins early with Flash Kick is less risky but will deal less damage. In this case, MK or HK Flash Kick is best. EX Flash Kick has the same utility as its non-EX counterparts but deals 2 hits of heavier damage during the initial 2 frame active window. In combos involving Flash Kick or when countering jump-ins with a deep Flash Kick, EX Flash Kick can be used as a higher-damage substitute.



2

Sonic Boom: Guile fires a blast of energy toward the opponent. Sonic Boom has been part of Guile's arsenal in every fighting game in which he has appeared, and its use is similar to that of other games. The strength of attack used determines the speed of the projectile as well as recovery time. HP Sonic Boom travels the fastest but recovers the slowest, while MP Sonic Boom travels slightly slower but recovers faster. LP Sonic Boom travels the slowest but recovers the fastest. LP Sonic Boom is one of the slowest moving projectiles in the game and is useful for setting up traps against opponents. Its quick recovery time allows you to react according to your opponent's reaction to the projectile. For example, if your opponent reacts to an LP Sonic Boom thrown at far range by jumping, you can counter with cr.HP or an air throw. Sonic Boom's quick recovery makes it safe on block, so you can end blockstrings safely with it.

Although the command for Sonic Boom is ← (charge)→ + P, you can also use a command of ↙ (charge)→ + P to perform it, which has several advantages. By holding ↙, you charge both Sonic Boom and Flash Kick simultaneously while holding your position and blocking low. It also allows you to charge while performing crouching attacks, which are instrumental to Guile's combos. Conditioning yourself to hold ↙ to charge Sonic Boom is paramount and should be second nature to Guile players.

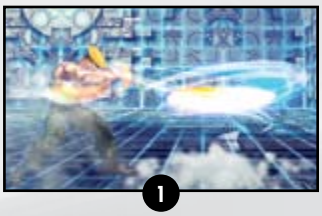
When performing multiple Sonic Booms in succession, you can start on the charge time for the next Sonic Boom before you've even released the current one! When performing ← (charge)→ + P, the motion doesn't have to be perfect. Therefore, you can perform any Sonic Boom with a motion of ← (charge)→← instead. By doing this, you get a head start on charging for your next Sonic Boom. Likewise, a motion of ← (charge)→↙ + P can be used to get a charge ready for both Sonic Boom and Flash Kick simultaneously. This is useful for blockstrings involving Sonic Boom, certain combos (such as **combo III**), or when fighting in projectile wars. Remember that you can have only one Sonic Boom on screen at once, even if your charge is ready for another Sonic Boom.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

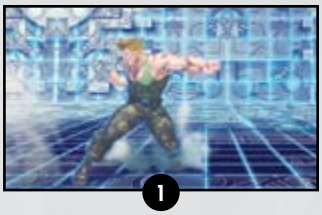
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Sonic Hurricane	⇦ (charge)⇨ + P P P	High	120, 20 x 4, 120	8	41	34	Hard knockdown	-29
Notes									
89 frame cinematic freeze before attack begins, full body invulnerability frames 1-8, active duration increases if projectile hits enemy projectile									



Sonic Hurricane: Sonic Hurricane is a projectile Super Art that travels only a short distance in front of Guile. It is invulnerable on startup, so it can be used as a reversal or even as anti-air if timed properly. Since it's a projectile, it will stay active on screen even if Guile is interrupted after the window of invulnerability has ended. Combos ending in Sonic Boom or Flash Kick can usually be ended instead with Sonic Hurricane for heavy damage. This attack is unsafe on block, leaving you open for punishment.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇩⇘⇨ + MP MK	High	20 x 5	9	2(12)2(15)2	35	—	-15
Notes								
64 frame cinematic freeze before attack begins, full body invulnerability frames 1-9, 1st hit must connect to enter cinematic								



Guile performs a series of punch attacks. If the first hit connects, Guile transitions into a cinematic series of attacks that leads to his partner's Super Art. If the first hit does not connect, Guile will not enter the cinematic, even if the next two attacks connect. This attack is unique to Guile since it does not require a charge like his Special Moves or Super Art and is easily used in combos when canceled from cr.MP. It is -15 if blocked and easily punishable.

OVERVIEW



Low attacks will whiff against Reverse Spin Kick. Afterwards, follow with cr.LP into a combo.



Flash Kick connecting during the middle or end of its active frame window results in less damage than connecting it at the beginning.

The first thing you must learn when playing as Guile is to maintain a charge. Keeping Sonic Boom and Flash Kick charged is crucial. Charging with ⇗ while grounded not only charges both Sonic Boom and Flash Kick but also allows you to maintain your position while blocking low. When jumping, you should hold ⇗ the moment you leave the ground so that you can have a Sonic Boom or Flash Kick ready as soon as possible after landing. Holding ⇗ in the air doesn't affect your aerial attacks except air throws, and even then you only lose the ability to perform Dragon Suplex, which is nearly identical to Flying Mare. Holding ⇗ should be done as soon as you are put into a hard knockdown state as well, which gives you the option of waking up with a reversal Flash Kick. Attacks such as Knee Bazooka and st.MK allow you to advance while holding ⇦ as well. Be on the alert when advancing with dashes or walking, since this acts as a signal to your opponent that you are not charging Sonic Boom or Flash Kick.

Guile has several powerful defensive tools. Crouching HP is one of Guile's most reliable anti-air attacks. It starts up in 5 frames, is active for 4 frames, and will cleanly beat out aerial attacks if your timing and positioning are correct. If you have a charge ready, Flash Kick is also a reliable anti-air, but skilled opponents won't dare jump in against Guile if they suspect this attack is charged. If you react early, an opponent's jumping attacks can be countered by air throws as well, putting them into a hard knockdown state that leaves them susceptible to an ambiguous J.LK cross-up. Guile High Kick also works as anti-air against certain attacks, although the timing to use it as anti-air is tight. If successful, you can follow it with Spinning Back Knuckle for 180 damage. As a last resort, Guile's Sonic Hurricane or Cross Art can be used as an instant, invulnerable reversal.

Even though Guile is mainly a defensive character, you can use his defensive tools to act as a wall while pushing forward to the corner with offensive tools such as Sonic Boom, Rolling Sobat, Knee Bazooka, cr.LP, and st.HK. At close range, cr.LP is Guile's best tool. It starts up in 4 frames and offers frame advantage on both hit and block, making it invaluable to Guile's arsenal overall. Cr.LP can be used to confirm into **combo I** or into a safe pressure string ending with Sonic Boom on block. Cr.LK can also be used in place of cr.LP to check low guard, though it doesn't have quite the same speed or frame advantage as cr.LP. Cr.MK becomes a viable tool at close to mid range and is much safer to use at the maximum distance possible. Mixing it with cr.LP, cr.LK, Straight Chop, and Target Combo will help manage opponents who are blocking. When pressuring with cr.LP and cr.MP, you can move back into range with ⇨ + MK, Knee Bazooka, or st.HK. Rolling Sobat and st.HK are both safe on block, and Knee Bazooka is safe on block when performed outside point-blank range. St.HK and Knee Bazooka also let you maintain your charge for Sonic Boom. Once back into range, you can continue to pressure with cr.MP. This can be mixed with Rolling Sobat and Reverse Spin Kick against opponents attempting to counter with crouching low attacks, and throws can be used against opponents who are overly defensive. Even though it's risky, you can mix ground pressure with a diagonal J.HK or J.LK cross-up into a combo or additional pressure. An opponent who has been conditioned to fight Guile on the ground can be slower to react in time to a jumping attack. If you manage to corner your opponent, you can add Sonic Boom into blockstrings for pressure, since you can link cr.LP after Sonic Boom against a cornered opponent. After creating some distance with ground pressure in the corner, you can opt to wait for your opponenet's next move instead of continuing an attack. Cornered opponents are often focused on escaping the corner by jumping, a tactic that can be countered with an air throw, Flash Kick, or simply walking backward slightly and performing cr.HP as anti-air.

Guile's game plan relies heavily on Sonic Boom. At long range, LP Sonic Boom is a valuable zoning tool. It travels slowly and recovers quickly, allowing you to use it as a projectile shield while advancing forward. This puts you in position to react to your opponent's reaction to Sonic Boom. If your opponent jumps, you can counter with cr.HP or an air throw to gain forward momentum. Doing this also allows you to react accordingly to opponents who have projectile-avoiding attacks. If opponents decide to simply block, you not only gain ground to eventually push them into the corner, but you also gain a jump-in opportunity to set up an offense or score a high damaging combo. Once opponents become accustomed to LP Sonic Boom and attempt to counter it through anticipation, you can start mixing it with MP and HP Sonic Boom to throw off their timing. HP Sonic Boom is fast enough to interrupt an opponent anticipating the much slower LP Sonic Boom.

On an opponent's wakeup, you can perform an ambiguous cross-up using J.LK. A successful J.LK leads to any of Guile's combos that start with cr.LP and puts you in position to pressure if it is blocked. Crouching MP is +2 on block normally and can be used on wakeup as a meaty to set up an offense or to be linked into cr.LP, cr.MP as a hit-confirm. Always be wary of invulnerable reversals on wakeup, especially against cornered opponents. Wait for the reversal attempt then punish with **combo IV**. In the corner, punish with **combo III** or **V**.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LP ▷ cr.LP, cr.MP ▷ ↓charge↑ + LK

222 damage

This is a hit-confirmable combo using cr.LP . Performing cr.LP ▷ cr.LP , cr.MP allows enough time to charge ↓ for Flash Kick. Cr.LP grants +8 frames of advantage on hit while cr.MP has a 5 frame startup, making the link timing lenient. If your opponent blocks your crouching attacks, you can perform Knee Bazooka to get back into position or cancel cr.MP into Sonic Boom for safe pressure.

This combo can be varied several ways depending on the situation and positioning. If you want to check low guard (such as after an empty jump), the initial cr.LP can be replaced with cr.LK . If you find yourself at point-blank range, you can modify the combo to get more damage by doing cr.LP , cr.MP , cr.MP ▷ ↓ (charge)↑ + LK (222 damage).

Note that any instance of Sonic Boom or Flash Kick in Guile's combos can be substituted with Sonic Hurricane for heavy damage. However, ending juggles with Sonic Hurricane might cause opponents to fall out of the Super Art mid-way if juggle potential has been exhausted.

II. J.HK , cl.HP ▷ ← (charge)→ + P P , → + HP

324 damage

You can use this combo to inflict a significant amount of damage when jumping in. It is important to charge ← while jumping in to allow sufficient charge time to perform EX Sonic Boom. Performing cl.HP is integral to this combo because it forces standing on hit so that Spinning Back Knuckle doesn't whiff. After EX Sonic Boom connects, perform → + HP as soon as possible to connect.

III. Cr.MP ▷ ← charge→ + LP , cr.LP , cr.MP ▷ ← (charge)→ + LP , cr.HK

251 damage, corner required

It is possible to link cr.LP after LP Sonic Boom in the corner. You must use a motion of ← charge→ ← for the first Sonic Boom to get a charging head start on the next one, since a link of cr.LP , cr.MP does not allow sufficient time to charge Sonic Boom normally. Both Sonic Booms in this combo can be substituted with EX Sonic Boom to increase damage. After linking cr.LP after the first Sonic Boom, you can substitute cr.MP ▷ ← charge→ + LP with cr.MP ▷ st.HK ▷ K . This is especially useful if your partner's juggling capabilities are increased in the corner.

IV. (near opponent) → or ← + HK , ↖ + HK , cr.MP ▷ ↓(charge)↑ + LK

302 damage

The key to this combo is learning the proper timing to link Reverse Spin Kick into Guile High Kick. The timing on this is tight but adequate. You can use the plink method for connecting Guile High Kick as well, alleviating some of the execution. Holding ↖ after performing Reverse Spin Kick is useful because it doubles not only as a buffer for Guile High Kick, but it also ensures you will have charged ↓ for a sufficient amount of time to perform Flash Kick after juggling with cr.MP . After Guile High Kick, perform cr.MP as soon as possible to juggle.

This combo can be used as punishment against slow recovering attacks or when scoring a heavy jumping attack against a standing opponent. However, this combo will not work against crouching opponents because Guile High Kick is crouchable. To alleviate this, you can instead do (near opponent) → or← + HK , cr.LP , cr.MP ▷ ↓ (charge)↑ + LK for 252 damage.

V. (near opponent) → or ← + HK , ↖ + HK , cr.MP , cr.MP , cr.MP ▷ ↓(charge)↑ + LK

356 damage, requires corner

Guile can squeeze out more juggle damage in the corner than midscreen. You can connect with Reverse Spin Kick in the corner after jumping in with a heavy attack, baiting out a low attack, or as punishment to a slow recovering move. After Reverse Spin Kick into Guile High Kick, tap c.MP rhythmically to keep the juggle going, then cancel the cr.MP into Flash Kick. If you prefer, Flash Kick doesn't have to be canceled from cr.MP to connect. You can use the same rhythm used for juggling with cr.MP as you do with Flash Kick.

VI. (After Tag or Switch Cancel) → + MK , cr.MP , cr.MP ▷ ↓(charge)↑ + LK

Damage varies based on scaling

You can use this combo after a Switch Cancel or a partner's Launcher. The forward momentum on → + MK ensures you'll be in range to connect with the rest of the juggle. Simply juggle twice with cr.MP after Rolling Sobat, then cancel into Flash Kick. Like **combo V**, it isn't necessary to cancel the second cr.MP into Flash Kick. You can wait until cr.MP has recovered completely, then perform Flash Kick immediately afterward.

GO HOME AND BE A FAMILY MAN.

Combo Appendix

Sequence	Notes
→ + MP , st.LK ▷ cr.MK ▷ cr.HK	Requires Counter Hit
Cr.MP , cr.MP	Trial 11
(near opponent) → + HK , ↖ + HK	Trial 12
J.HP , cr.MP , ↓ (charge)↑ + K	Trial 13
J.LK , cr.LK , cr.LP , cr.MP ▷ ↓ (charge)↑ + K	Trial 14
Cr.LK , st.LP ▷ st.MP ▷ st.HP ▷ ← (charge)→ + P P P	Trial 15
↖ + HK , ↖ + HK , ↓ (charge)↑ + K K	Trial 16
J.MK , st.MP ▷ ↓ (charge)↑ + K	Trial 16; perform by charging ↓ , N + cl.MP ▷ ↑ + K
↓ (charge)↑ + K , cr.MP ▷ ↓ (charge)↑ + K K	Trial 17; connect ↓ (charge)↑ + K at peak of dummy's jump
J.LK , cr.LP , st.LP ▷ st.MP ▷ ← (charge)→ + P P , cr.MK ▷ st.HK	Trial 18; requires corner
← (charge)→ + P P , st.LP ▷ st.MP ▷ ← (charge)→ + P P , st.LP ▷ st.MP ▷ ← (charge)→ + P P , cr.HK	Trial 19; requires corner
J.HP , → + HK , st.MP ▷ ← (charge)→ + P P , ↖ + HK , cr.MP , cr.MP ▷ ← (charge)→ + P P P	Trial 20; requires corner

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Hugo

Bellowing Giant

Hugo was a member of the Mad Gear syndicate, but after its collapse, he turned toward the squared circle and used his massive size and power to become a pro wrestler. Since then he has used his unparalleled strength and wrestling techniques to annihilate a great number of opponents. Hugo is a freakishly strong character, but also has a tender side to him. He is also a little bit on the slow side. In order to capture the attention of the media gathered in the Antarctic, Hugo travels with Poison to the South Pole.

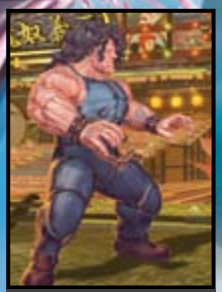
Win Comment 1: Of course I won. Why would I lose?

Win Comment 2: Hey, Poison! I won!

Win Comment 3: You'd need a steel pipe to start making me nervous.



Color 1



Color 2



Pink Monster Ball



Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

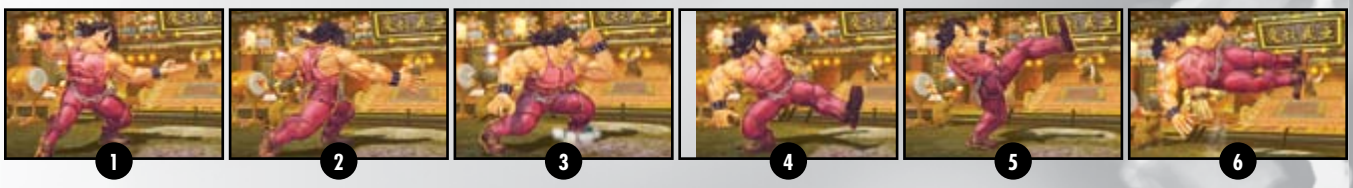


DATA ARSENAL

Vitality	1150
Forward Dash Duration	21 frames
Backdash Duration	8 frames invulnerable, 13 frames airborne, 9 frames grounded (30 frames total)
Pre-jump Frames	7 frames
Vertical Jump (and High Jump) Duration	34 frames (35 frames)
Diagonal Jump (and High Jump) Duration	34 frames (35 frames)

Standing Normal Moves (ST.)

Graphic	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	50	6	3	14	0	-4	—	Rapid fire cancelable into light attacks
2	Standing MP	High	100	12	4	17	+4	-4	—	—
3	Standing HP	Mid	130	17	8	16	+2	-4	—	Knockdown against airborne foe
4	Standing LK	High	50	7	3	10	+4	0	SM, EX, SA, CA	—
5	Standing MK	High	50, 50	17	2(4)2	24	-1	-9	—	—
6	Standing HK	Mid	130	23	9	32	+2	-21	—	Airborne frames 1-36, causes slip (+/- 0) on Counter Hit against crouching foe, cause hard knockdown vs. airborne foe



Crouching Normal Moves (CR.)

Graphic	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	50	5	2	9	+6	+2	SM, EX, SA, CA	Rapid fire cancelable into light attacks
	Crouching MP	High	80	9	4	12	+5	+1	SM, EX, SA, CA	—
2	Crouching HP	High	130	15	5	60	Float	-45	—	Airborne frames 15-28
3	Crouching LK	Low	50	6	3	10	+4	0	SM, EX, SA, CA	—
	Crouching MK	Low	130	10	4	18	Sweep knockdown	-2	—	—
4	Crouching HK	Mid	130	13	14	56	Hard knockdown	-50	—	Airborne frames 8-29

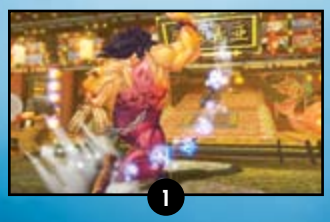


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

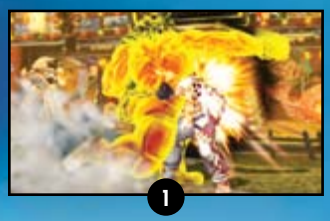
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	53	Switch	-33
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

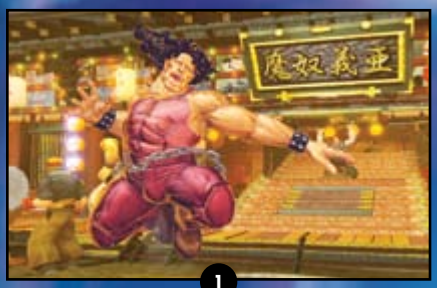
Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	100	9	3	41	Hard knockdown	-21
Notes								
Similar to Monster Lariat, invulnerable frames 1-9								



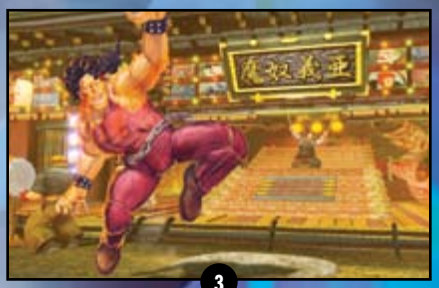
YOU'D NEED A STEEL PIPE TO START MAKING ME NERVOUS.

Jumping Normal Moves

Graphic	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	60	6	12	Until grounded, 4 frames landing	+12	+8	—	—
	Jumping MP	Mid	110	8	6	Until grounded, 4 frames landing	+16	+12	—	—
2	Jumping HP	Mid	140	13	4	Until grounded, 4 frames landing	+20	+16	—	—
3	Jumping LK	Mid	60	5	15	Until grounded, 4 frames landing	+12	+8	—	—
	Jumping MK	Mid	110	7	7	Until grounded, 4 frames landing	+16	+12	—	—
—	Jumping HK	Mid	140	14	6	Until grounded, 4 frames landing	+20	+16	—	Looks like st. HK





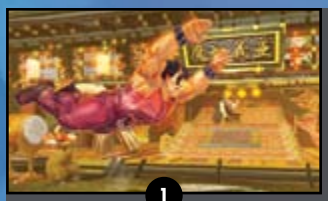


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

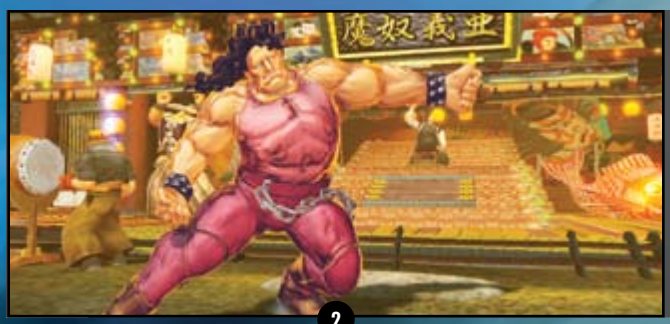
Unique Attacks

Graphic	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Body Press	(during vertical or forward jump) ↓ + HP	Mid	140	9	21	Until grounded, 4 frames landing	+20	+16	—	Knockdown against airborne foes
2	Hammer Hook	→ + HP	Crouchable high	160	16	3	34	-15	-20	—	Knockdown against airborne foes
3	Leap Attack	↓ N ↓ + MK	Mid	50	17	9	Until grounded, 4 frames landing	+3	+1	—	Airborne on frames 1-26, causes slip (+31) on Counter Hit against crouching opponent, knockdown against airborne foes

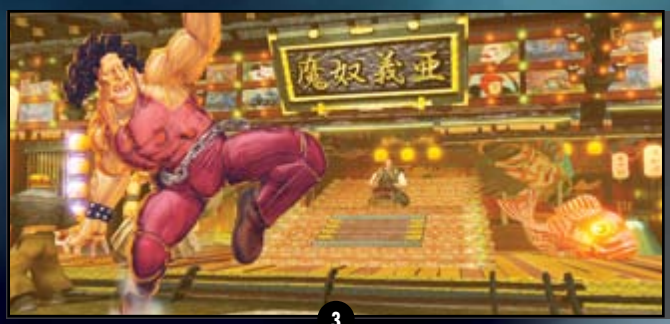


Body Press: Hugo's Body Press is one of his most intimidating and important moves. Like Zangief's Flying Body Attack, this is a jumping splash that hits a wide area under Hugo. The hitbox for this attack extends horizontally from about Hugo's chest wall to his knees and allows for easy cross-ups. This makes Body Press an essential move and ideal for pressuring opponents after a knockdown. Depending on where you direct Hugo to jump upon a rising foe, Body Press can be a cross-up or a fake cross-up. Generally, if you aim a diagonal jump just on top of the enemy's center, you can Body Press early to stay on the same side or Body Press slightly later to cross to the other side. Because of the wide area Body Press hits and its lengthy active period, it's difficult or impossible for many characters to use a reversal to anti-air Body Press consistently in this situation. Especially if you time Body Press as a meaty hit, your opponent will often be forced into blocking. As with Zangief's similar move, once an opponent expects and fears Body Press you can exploit it by occasionally empty jumping in, then simply use Moonsault Press or Ultra Throw right when Hugo lands!

On a successful hit against a grounded opponent, Body Press can be easily converted into a devastating combo. (See **combo II**.) If Body Press hits an airborne foe, it will put them into a floating, juggle-capable state even on normal hit. (Most moves only place jumping opponents into a floating state on Counter Hit.) This may happen when your mix-ups between Body Press and empty jump into throw leave your opponent at a loss for countermeasures. They might just resort to jumping away to avoid the throw option. Learn to recognize when you've knocked someone out of the air with Body Press so you can capitalize with a juggle combo.



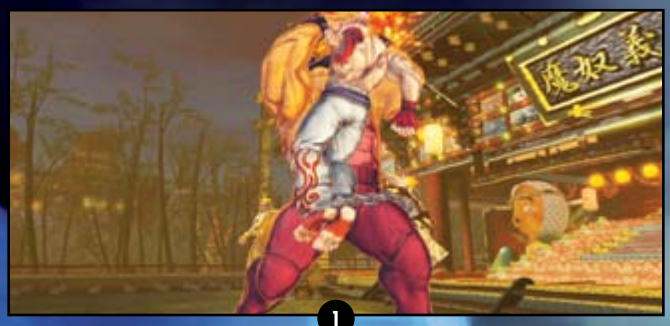
Hammer Hook: Hugo swings his arm in a haymaker of a pseudo-clothesline, dealing very heavy damage for a unique attack. This punch is a crouchable high attack though, meaning it can be avoided simply by crouching. It also leaves Hugo at a disadvantage on hit and block.

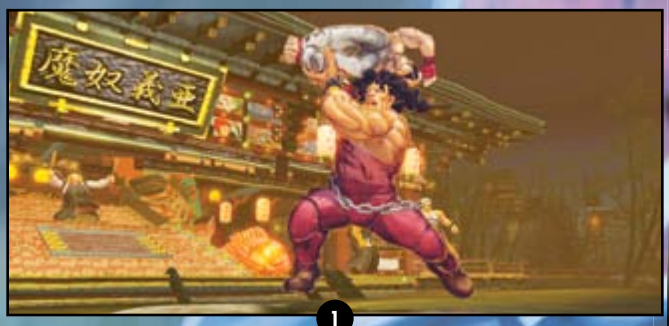


Leap Attack: This mid-hitting kick must be blocked standing and leaves Hugo at a small advantage on hit or block. Although this move might look sluggish, it has quick startup for an overhead attack, and its long active period makes it ideal for creating meaty attacks against opponents as they get up after you have knocked them down. If you knock an opponent out of the air with Leap Attack (such as if they attempt to jump away late from a perceived throw attempt), they'll be put into a floating state, and you can usually tack on the end of **combo III**. If you happen to Counter Hit a crouching enemy they'll be put into a slip state, which adds tons of advantage—enough to easily link crouching MP ! Follow up with **combo II**.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Neck Hanging Tree	→ or N + LP LK	Throw	40, 50, 50	7	2	20	Hard knockdown
2	Body Slam	← + LP LK	Throw	140	7	2	20	Hard knockdown



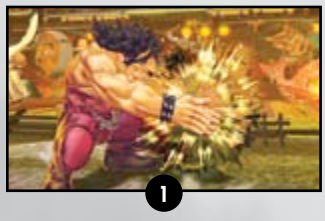


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Special Moves

Graphic	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Giant Palm Breaker	↓↙←+LP	High	100	19	2	10	+13	+10	—	Knockdown against airborne foes
	MP Giant Palm Breaker	↓↙←+MP	High	100	21	2	8	+15	+12	—	Knockdown against airborne foes
	HP Giant Palm Breaker	↓↙←+HP	High	100	24	2	7	+16	+13	—	Knockdown against airborne foes
	EX Giant Palm Breaker	↓↙←+P P	High	70, 70	18	3	7	+16	+13	—	Knockdown against airborne foes
2	Moonsault Press	→↘↓↙←↖↗+P	Throw	200	6	2	38	Hard knockdown	—	—	—
	EX Moonsault Press	→↘↓↙←↖↗+P P	Throw	250	7	2	38	Hard knockdown	—	—	Frames 1-6 invulnerable
3	LK Shootdown Backbreaker	→↓↘+LK	Air throw	160	5	8	54	Hard knockdown	—	—	Airborne on frame 3
3	MK Shootdown Backbreaker	→↓↘+MK	Air throw	180	9	9	44	Hard knockdown	—	—	Airborne on frame 3
	HK Shootdown Backbreaker	→↓↘+HK	Air throw	200	12	12	41	Hard knockdown	—	—	Airborne on frame 3
	EX Shootdown Backbreaker	→↓↘+K K	Air throw	200	6	8	54	Hard knockdown	—	—	Frames 1-7 invulnerable
4	Meat Squasher	→↘↓↙←↖↑↗+K	Throw	200	19 (earliest possible)	2		Hard knockdown	—	—	After startup, Hugo will grab in 1 frame when close to foe
5	Ultra Throw	→↘↓↙←+K or K K	Throw	60	10	2		Wall bounce, hard knockdown	—	—	EX version has more grabbing range
6	LK Monster Lariat	↓↘→+LK	High	70	18	3	26	Float	-7	—	Armor from frames 1-17, or until first active frame if Lariat is Super Charged
	MK Monster Lariat	↓↘→+MK	High	70	22	3	26	Float	-7	—	Armor from frames 1-21, or until first active frame if Lariat is Super Charged, sets up juggle combo on hit
	HK Monster Lariat	↓↘→+HK	High	70	28	3	26	Float	-7	—	Armor from frames 1-27, or until first active frame if Lariat is Super Charged, sets up juggle combo on hit
	EX Monster Lariat	↓↘→+K K	High	70, 70, 70	15	3 (15) 4 (16) 2	23	0	-3	—	Armor from frames 1-14, or until first active frame if Lariat is Super Charged



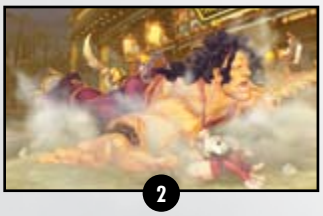
Giant Palm Breaker: You may hear this simply called clap. The higher strength a version has, the longer the startup period, but also the greater the advantage created on hit or block. The EX version of Giant Palm Breaker starts up the fastest, is tied with the HP version for frame advantage created, and hits twice, dealing the most damage.

Every version of Giant Palm Breaker is actually a close-range one-hit projectile, which means that Hugo can clap away most incoming projectiles! Note that even though EX Giant Palm Breaker hits enemies twice, it doesn't gain extra projectile-killing power over the non-EX claps. The EX version will only destroy one-hit projectiles. Multi-hit projectiles like projectile Super Arts, EX projectiles, and Akuma's multi-hit Shakunetsu Hadoken will only lose one hit to a Giant Palm Breaker before they continue on. Depending on positioning during the clash, Hugo may or may not have time to block the subsequent projectile hits that Giant Palm Breaker couldn't absorb.

LP Giant Palm Breaker will combo when canceled into from crouching MP; this sequence is the lynchpin of Hugo's best combos. (MP Giant Palm Breaker is also important to many of Hugo's juggles: see **combo II**). For a little more time to hit-confirm, you can cancel into EX Giant Palm Breaker after a short Boost Combo of cr.LP ▷ cr.LK ▷ cr.MP (or simply cr.LK ▷ cr.MP).

Apart from fishing for cr.MP ▷ LP Giant Palm Breaker, claps are useful after any cancelable blocked pokes. The natural delay at the beginning of a Giant Palm Breaker gives the opponent a chance to try to do something, which may lead to them eating a Counter Hit clap. They might be especially receptive to trying things after your pokes if you snag them with a tick into Moonsault Press once or twice. LP Giant Palm Breaker leaves the smallest gap between the poke and the clap, so use that version to minimize Hugo's exposure to quality reversals between the attacks.

After a connected Giant Palm Breaker at close range, it's party time…Hugo can crack 400 damage easily without using Cross Gauge (see **combo I**). If you have trouble linking crouching MP to extend combos after claps, resort instead to cr.LK ▷ cr.MK, a brief, easy Boost Combo that scores a hard knockdown for you. If Giant Palm Breaker connects from farther than close range, you may be limited to just tacking on cr.MK sweep. When at least two blocks of gauge are ready, remember that you can *always* link Gigas Breaker after *any* connected Giant Palm Breaker, even from maximum range!



Moonsault Press: Hugo's centerpiece command grab doesn't require the full motion as advertised. Rather than a full 360, what the game is actually looking for is one of a few shortcuts. The simplest and most intuitive is just six continuous directional inputs. Thus, both →↘↓↙←↖+P and ←↙↓↘→↗+P are sufficient to trigger Moonsault Press. Oddly, all four cardinal directions or diagonals one after another (as in either →←↓↑ or ↘↙↗↖) will also trigger Moonsault Press, but this is only relevant to players using a controller that has buttons for the d-pad/joystick.

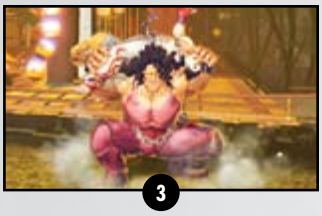
Whichever motion you prefer for Moonsault Press, it should be second nature—you want to be confident that when you attempt a Moonsault Press that you won't instead produce an errant jump or unexpected Special Move. Practice performing Moonsault Press immediately after dashing and with a slight delay after ticking with cr.LP / LK. You must grab quickly after the tick but not so quickly that the opponent remains unthrowable because of blockstun/hitstun.

The LP, MP, and HP versions of Moonsault Press are all identical, grabbing on frame 6 after input. The EX version is actually slower, grabbing on frame 7, but it makes up for this by being invincible from frames 1-6. EX Moonsault Press has the same range as the others but deals more damage. The invulnerable period makes this one of your best options to escape from pressure and to punish blockstrings that aren't air-tight. Beware savvy opponents who may apply fake pressure before jumping away to specifically bait out whiffed EX Moonsault Press attempts. Instead of trying to EX Moonsault Press out of trouble, you can also just block and be ready to react to your opponent's aerial escape attempts with Shootdown Backbreaker!

The range of Moonsault Press is meaningfully shorter than equivalent Special Move throws like King's Giant Swing or Zangief's Spinning Piledriver, especially considering Hugo's unmatched size. The startup for the grab is slower than it takes most characters to leave the ground for a jump. This makes Moonsault Press more of an auxiliary option than a primary one. It is only after the opponent is scared of Hugo's normal moves, his Giant Palm Breaker, and his Monster Lariat that they are likely to hesitate enough to fall prey to Moonsault Press.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



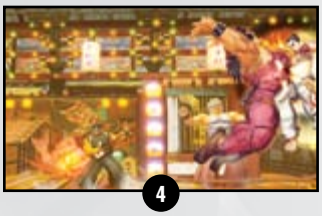
Shootdown Backbreaker: Hugo's brutal anti-air throw will keep opponents scared of taking to the air. Hugo leaps forward much faster than during his normal jump and extends a huge hitbox that can only hit airborne foes. Hugo leaves the ground on frame 3 after activation of any version. With heavier versions the damage is increased, as well as the distance traveled and the startup period. If there's no airborne foe to grab, Hugo simply lands like an extended jump.

With its low trajectory and extremely fast speed, LK Shootdown Backbreaker can be used as an excellent anti-air with good reactions. Use it as soon as you react to foes jumping, rather than anti-airing late as one would with a Shoryuken-type move.

After juggling a floating enemy with a light normal canceled into Giant Palm Breaker, MK Shootdown Backbreaker can usually be linked. This works in positions where the LK version can't reach and the HK version isn't fast enough, making the MK Shootdown Backbreaker the juggle combo staple.

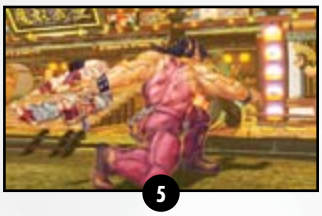
HK Shootdown Backbreaker works when used immediately after Ultra Throw and can also be effective when used sparingly as a close range guess. If you suspect your opponent will either pressure you or jump away, you can sometimes get away with using HK Shootdown Backbreaker to grab their jump or to fly away into a hard-to-punish position.

EX Shootdown Backbreaker matches the HK version for damage, beating all but the LK version for speed and sporting 7 frames of invulnerability. It is a virtually bulletproof anti-air and will work in juggle combos from any position (so long as juggle potential remains, of course).



Meat Squasher: This can be thought of as Hugo's slowest, farthest-reaching command grab. Shambling forward, Hugo becomes capable of grabbing the opposing character on frame 19. After that, Hugo will run forward until he either grabs a nearby foe or the move ends. If he gets in range of the opponent, he'll grab whether or not they're within reach. He'll miss airborne opponents, such as during certain periods of backdashes and, depending on their position, he may even miss opponents who are clearly grounded! The heavier the version, the farther Hugo ambles before he gives up on the grab.

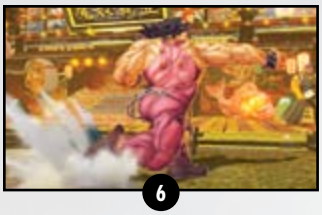
This is definitely Hugo's most gimmicky move and should be used sparingly—an opponent who recognizes it immediately can simply hit Hugo or start a combo on him. It can be great fun against overly passive foes, or those who continually react poorly, because it does effective damage while putting the opposing character near a corner.



Ultra Throw: Ultra Throw is a command grab that deals low damage on its own, but can lead to even more damage than EX Moonsault Press. That's because Hugo tosses his foe into a wall bounce where the opposing character bounces right back to Hugo for a juggle combo. The simplest thing to do is an immediate HK Shootdown Backbreaker for a total of 260 damage. You can net more than that with a little effort, however—see **combo III**.

Ultra Throw is significantly slower than Moonsault Press, grabbing on frame 10 (rather than frame 6). The range isn't more impressive than Moonsault Press (and the only bonus to EX Ultra Throw is slightly increased range). Save this for when your opponent is virtually paralyzed by your actions. In punish situations (against a poorly-timed Switch or after a whiffed uppercut-style reversal), combos starting from cr.MP are both faster and net more damage than Ultra Throw juggles.

Like most ⇨ ⇘ ⇩ ⇙ ⇦ actions, the directional input required is ⇘ ⇩ ⇙ ⇦ . The initial ⇨ press in the command listing is not actually needed. This means you can easily start the motion while crouching, which is especially useful when ticking after crouching light normals.



Monster Lariat: As Hugo's most important attack, the Monster Lariat is the deterrent that allows the rest of his offense to begin. Every version of Monster Lariat has one hit of armor until the first active frame—that is, any single incoming hit will simply be absorbed, and Monster Lariat will keep on going. After absorbing most moves, Monster Lariat is assured of hitting. Only the fastest-recovering moves can be absorbed yet still recover in time for their practitioner to block the Lariat clothesline. If a second hit strikes before Lariat connects, Lariat will be interrupted.

So what is this good for? The primary way opponents can mindlessly counter tactics like ticked light attacks into Moonsault Press or pokes canceled into Giant Palm Breakers is to stick out attacks faster than Hugo's. And Monster Lariat, used when opponents expect to beat you to a grab, will absorb and hit back most of these attacks. On hit against grounded targets, Monster Lariat leads to a juggle—see **combo II**. Monster Lariat may even catch them if they jump, like when they are actively trying to avoid ground command grabs.

Monster Lariat is also Hugo's Super Chargeable move. This is noteworthy because Hugo keeps the armor property for the duration of the charge! This allows charged Monster Lariat to be used just like the Focus Attack dash cancel (or FADC) technique that was so important in the *Street Fighter IV* series. In other words, charge the move just long enough to intentionally absorb an attack, and then charge cancel out of it or release the button to unleash Lariat.

The action you choose will depend on circumstances. When trying to close the distance toward a zoning-oriented character, you can use charged Lariats to absorb projectiles and then dash forward, essentially disregarding their projectile while gaining ground. This trick can also be useful to get closer to Dhalsim when he's poking from afar with his long limbs. Up close, charging Lariat then dashing forward can be used if you anticipate predictable actions like sweeps—absorb a laggy move at close range, and you might have time to dash forward and score a Moonsault Press! Of course, after absorbing a close range attack you can also simply release the charged Lariat. If the opposing character doesn't recover in time, it's a free combo for you.

Finally, when you start charging Monster Lariat, just keep charging and see what happens on occasion. Even if you charge all the way to a free Gigas Breaker, you have the option of holding down the kick buttons to prevent Hugo from attempting the Super Art. So you can charge the whole way sometimes just to see what your opponent puts in front of you. If it looks like a Super Charged EX Monster Lariat or Gigas Breaker will actually snag the enemy, then by all means let it rip!

EX Monster Lariat deserves special mention as one of the game's strongest Switch Cancel handoff moves. With at least two blocks of Cross Gauge, hit-confirm into EX Monster Lariat (ensuring the gauge isn't wasted on the attempt) and then Switch Cancel during the very first hit. Jump forward with your incoming character and you can start a full jump-in combo as Hugo delivers the third hit of EX Lariat. From here, perform the partner's best combo…or combo into a Launcher or Switch Cancel right back to Hugo, capping it with **combo III**! Ouch.

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Gigas Breaker	⇩ ⇘ ⇨ + K K K	High	70, 80, 80, 150	7	3(15)4 (21)2	34	Hard knockdown	-14
Notes									
If K K K is held: full body invulnerable frames 1-3, armor begins frame 4, Hugo swings on 8th frame after release, if K K K is held beyond frame 36 Hugo halts attack									



Gigas Breaker: Hugo's Super Art follows from the first clothesline hit of a three-hit sequence. If the first hit whiffs, the subsequent two hits will *not* start the Super Art proper. That shouldn't be much of a problem, however, since there are plenty of ways for Hugo to assure a successful Gigas Breaker. The first hit will juggle or combo from all sorts of situations. Gigas Breaker can link after any Giant Palm Breaker, and you can tack it onto just about any juggle situation. Instead of ending juggles with Shootdown Backbreaker, you should aim at the opposing character's airborne body with the first hit of Gigas Breaker.

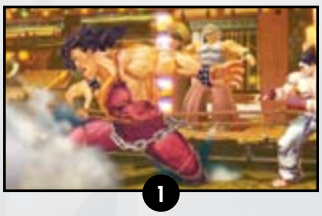
By holding down the kick buttons after pressing them to trigger Gigas Breaker, you'll cause Hugo to run forward without unleashing the Super Art. He develops a hit of armor while charging forward in this state, so a single incoming attack will be absorbed just like before Monster Lariat hits! Release the kick buttons to trigger the delayed Gigas Breaker swing. Delay long enough, and he won't perform the Super Art at all (although you'll still have spent two blocks of Cross Gauge). This can actually come in handy when used on purpose, as long as you don't make a habit of it and your opponent doesn't know what's coming. If the opposing character has roughly a Moonsault's Press worth of vitality remaining, you might start Gigas Breaker (most likely causing them to clam up), hold down kicks, then Moonsault Press right when it ends! Careful foes waiting to block Gigas Breaker before retaliating will feel awfully foolish as they watch the round end to this parlor trick.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↘→ + MP MK	High	100	10	2	52	Switch	-32
Notes								
Full body invulnerability frames 1-11								



Hugo swings his arm in an arc that resembles the animation of Ultra Throw, although this Cross Art starter is a strike. Hugo is totally invulnerable all the way through both active frames of this Cross Art starter. On contact, Hugo proceeds to toss the target like a sack of potatoes to his partner, so they can finish the opponent with their Super Art. This is great to cap big combos when you have full Cross Gauge, making 600+ damage permanent. Although it begins with an invulnerable period, don't try to use it as a reversal, since this is an obvious sign of desperation—there are much less meter-costly and unsafe options for escaping dangerous situations.

OVERVIEW



Hugo is a big target for zoning tactics like projectiles, but Super Charged Monster Lariat's armor can absorb an incoming hit…



…after which you can dash forward to gain ground!

Hugo is a fearsome fighter and should be positioned right next to the target, where you can threaten with cr.MK, Monster Lariat, Giant Palm Breaker, and strong combos. He's backed up in this gameplan by both his girth and his stamina, since no one in the cast is bigger or sturdier than Hugo. However, to prevent Hugo from outright smashing everyone else due to his raw size and damage, his hitboxes are somewhat deceptive. Hugo generally doesn't reach as far with his attacks as it appears. For example, during standing MP and each jumping punch attack, Hugo's hand doesn't actually exist. His wrist is the farthest-reaching portion of these attacks that can hit enemies. And to his detriment, Hugo's size *does* apply to his vulnerable hurtboxes, so opponents have a big target to aim at. Attacks like crouching LK / MK are actually hittable well *above* Hugo's outstretched leg, although his hitbox on those attacks is just the leg itself. And his Special Move throws don't reach as far, relative to his size, as they do for other grapplers like Marduk, King, and Zangief. But that's the point—despite his previous appearances, Hugo here isn't really a grappler…he's a brawler who happens to have command throws!

This means that you can't just bully your way in with abandon while playing Hugo. It will have to be patient bullying instead! Carefully move toward the target by either jumping over incoming threats like projectiles or by Super Charging Monster Lariat to absorb them, and then dash forward to cancel the charge. Be aware that, when jumping, Hugo takes slightly longer to leave the ground than most characters. His extra pre-jump frames after an upward input are there to make it easier to produce Moonsault Press and Meat Squasher, which inevitably require an upward direction at some point in their motions. While it's only 3 frames longer than non-grapplers, those 3 frames might occasionally mean the difference between clearing the top of a projectile or having it clip Hugo's feet to knock him back.

When jumping, the most reliable normal move is J.LK. This jumping kick may not look like much, but it has quick startup and it's active for a whopping 15 frames. It also doesn't increase Hugo's own vulnerable hurtbox while jumping as much as other jumping normals (except J.MK, which has identical hit/hurtboxes but is active for half as long, so J.LK fills more general purposes). Jumping LK can be used when going air-to-air against opponents or when jumping in as a kind of jump-in tick. Upon landing, you can start pinning the opposing character with crouching LP or pause ever so slightly then go for Moonsault Press. If you read that your foe is scared of Moonsault Press, you can also go for an immediate sweep or wait to anti-air with Shootdown Backbreaker on reaction to a jump/backdash. Jumping HP is also a far-reaching aerial punch that can surprise an opponent with its range if you jump in from outside the range of jumping LK.

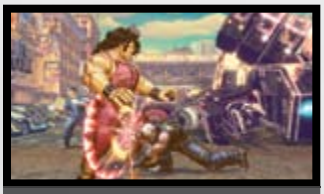
Once you're in striking range of your opponent Hugo starts to shine. His primary all-purpose pokes are standing LP and MP, which are both far-reaching. From slightly closer, use the tip of his crouching MK sweep (or crouching LK chained into cr.MK) to contain foes. These low attacks can catch an opponent during pre-jump frames while they try to jump away and when they attempt to walk backward to reposition away from Hugo. Knocking them down with a sweep is an assured way to get in a close position for Body Press. Your opponent won't be able to use quick recovery to get right back on their feet and, although they can forward roll, that's their only alternative to rising slowly next to Hugo. Since Hugo isn't the fastest character in the game, you'll have to get a read on whether the opponent rises in place or rolls forward since both bases can't be covered. Against foes rising in place, Body Press is one of the game's dominant jumping attacks. It works as a jump-in from the front, an ambiguous cross-up right on top of a character, or even a late, deep cross-up as Hugo passes to their backside. If you expect your target to roll forward, you can hedge your bet by staying in front of their body by a step, so you can threaten them again with cr.MK if they happen to get up in place. When they *do* roll forward, wait for them to roll past Hugo, then greet them with meaty crouching MP or cross-up Body Press.



Body Press is one of the best meaty cross-ups in the game.

When you achieve point-blank range, whether by moving forward or crossing up with Body Press, use crouching LP and crouching MP to leave Hugo at a slight advantage—these moves lead into **combo I** and **combo II** on hit. They also set up more ticks, a sweep, or Moonsault Press. Opponents who are scared of Hugo's close options will be tempted to jump or backdash away, which leaves them vulnerable to Shootdown Backbreaker. Use LK or EX Backbreaker, as these are active the fastest and the most likely to catch the enemy just as they jump or backdash.

The gap in Hugo's gameplan is the same as ever—characters with really fast attacks (like 3 or 4 frame startups normals/reversals) can overwhelm him, keeping his generally slower attacks contained. This is the same thing that gave him problems in *Street Fighter III: Third Strike*…He didn't have much to stop, say, Ibuki from walking forward with jab, jab, jab, jab, jab. That's different now, though, thanks to Monster Lariat. This move has armor that starts on the first frame of startup, so if there's *any* gap at all in your opponent's offense against Hugo, you can squeeze out a Monster Lariat, absorb their incoming hit, then send them flying for their trouble. (See **combo II**.) Monster Lariat is the move that makes all the rest of Hugo's offense work—it will make opposing players hesitant to press buttons up close and encourage them to just run away. This presents opportunities to nail grounded foes with Moonsault Press and Meat Squasher. Enemies who try to deal with this by jumping leave themselves at the mercy of Shootdown Backbreaker and anti-air Monster Lariat!



Up close, reverse situations by using Monster Lariat, which can absorb and strike back against attacks that would otherwise overwhelm Hugo.

Up close, you can also use charge-canceled Monster Lariat as a poke tool. Since cr.MP canceled into either LP Giant Palm Breaker or LK Monster Lariat is your main heavy combo starter, opponents will probably look to block crouching MP. This gives you the opportunity to surprise them by poking with cr.MP, canceling to Monster Lariat, then *immediately* charge canceling by dashing forward in their face. From here, it's Moonsault Press or Shootdown Backbreaker time, depending on how you think they'll react!

The advantage of poking with cr.MP into Giant Palm Breaker is that it leaves Hugo at advantage on block. You can poke again or sweep for free afterward, and if they try to do *anything* they will eat it. The advantage of canceling cr.MP into Monster Lariat is that it will beat opponents who try mashing out moves thanks to the armor, but it leaves Hugo disadvantaged on block. You must use both to keep your opponent guessing, and both lead to combo opportunities.

When Hugo gets knocked down, you have some powerful wakeup options. But they're also somewhat predictable, and Hugo's a big target. Opponents seasoned in dealing with brawlers and grapplers in other games will use a few tricks to harass you and avoid things like wakeup Moonsault Press, for example, standing right next to Hugo on wakeup then jumping straight up or backward at the last second. If they jump straight up, they're expecting to fall with a full combo when you whiff Moonsault Press. When they jump back, they're planning to perform an instant overhead by kicking Hugo in the head on the way out with jumping HK or something similar. Don't be goaded into wasting meter on EX Moonsault here, which will just whiff and give the opposing player a chance to hurt Hugo. Instead, work on your reactions and be comfortable just blocking or spend that meter using EX Shootdown Backbreaker performed only on reaction to their jumping movements. Otherwise, consider waking up with Monster Lariat, since the armor will get you out of a lot of trouble and you can hold the button down briefly to see what happens. If an attack is absorbed, the hitstop generated gives you just enough time to verify and release the button or to backdash to safety if your target jumped away.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LP, st.LP ▷ st.LP ▷ st.LP ▷ cr.MK

230 damage

Hugo hits so hard with even his light normal moves that you get a worthwhile combo out of linking as many light punches as possible before Boost Combo chaining into a sweep for a knockdown finish. This combo is easier if it's simply performed as st.LP x4 before Boost Combo chaining the fourth standing LP into cr.MK, since Standing LP is rapid fire cancelable. Crouching LP is a better opener than standing LP because it's active 1 frame faster and it is a better tick throw setup outside of combos. But cr.LP to st.LP is a 1 frame link. The choice of ease vs. speed is up to you.

Don't chain to crouching MK sweep when the initial light punches are blocked. When your opponent is blocking, chain into crouching LP rather than standing LP to finish the blockstring. Crouching LP leaves Hugo with more frame advantage than standing LP, so you'll have a slight leg up for whatever you use next.

II. Cr.MP ▷ ↓↙← + LP, cr.MP ▷ ↓↘→ + LK, st.LK ▷ ↓↙← + MP, →↓↘ + MK

445 damage

Players who use Hugo can score huge damage off close range crouching MP without using the Cross Gauge. The key is linking crouching MP after Giant Palm Breaker, which is a relatively easy 4 frame link. After canceling the second crouching MP into LK Monster Lariat, finish the juggle as soon as possible with standing LK canceled to MP Giant Palm Breaker then immediate MK Shootdown Backbreaker.

Gauge permitting, replace Shootdown Backbreaker at the end with Gigas Breaker for 578 damage. (630 if preceded by J.HK /HP or Body Press!)

This extended combo only works after close range crouching MP into Giant Palm Breaker. This makes positioning easiest after a jump-in or cross-up Body Press or with meaty crouching MP stuck out over their wakeup or at the end of their recovery roll. From farther out, the post-Giant Palm Breaker crouching MP link or the subsequent Monster Lariat will end up whiffing. When crouching MP ▷ LP Giant Palm Breaker strikes from a step away or more, link crouching MK afterward (or crouching LK ▷ MK) for a hard knockdown. If the first two hits land from absolute maximum range, nothing will link after the clap except Gigas Breaker (for 494 damage). Remember that you can *always* link Gigas Breaker after a connected Giant Palm Breaker from any range.

III. (Various single-hit float starters), st.LK ▷ ↓↙← + MP, →↓↘ + MK

Varies (see table)

Several situations allow you to end with this juggle or a mild variation. Generally, you must catch the opposing character's floating form with standing LK earlier rather than later in their fall so that the follow-up MP Giant Palm Breaker lifts them high enough for the Backbreaker to work. Always perform MK Shootdown Backbreaker the instant the GPB recovers.

If you feel like making this a little more beefy, and you have the Cross Gauge to burn, the most efficient thing to do is to add Gigas Breaker instead of Backbreaker. If you only have one block of gauge ready, st.LK canceled to EX Giant Palm Breaker (for both hits) followed by MK Shootdown Backbreaker is more damage than following up MP Giant Palm Breaker with EX Shootdown Backbreaker.

Starter	No gauge used	EX GPB used (1 block)	Gigas Breaker used (2 blocks)	EX GPB to Gigas Breaker used (3 blocks)
Leap Attack vs. airborne foe	306	338	467	499
Ultra Throw	316	348	477	509
Monster Lariat	326	358	487	519
Body Press vs. airborne foe	396	428	557	589
Switch from partner	Varies	Varies	Varies	Varies

IV. St.LP ▷ st.LP ▷ cr.LP ▷ cr.MP ▷ ↓↘→ + KK ▷ MPMK, ground combo ender with Hugo's partner

305 damage pre-Switch, end varies, 2 blocks

This is a variation of **combo I** that can be used when you'd like to burn meter to tag in Hugo's teammate. It allows you to hit-confirm into crouching MP. Stop after 2~3 light punches and end with cr.LP when blocked to minimize Hugo's exposure on block. After two or three standing light punches that are rapid fire chain canceled together to hit confirm, Boost Combo to crouching MP before canceling to EX Monster Lariat. Switch Cancel off the first hit of EX Monster Lariat to bring in Hugo's partner. The three hits of EX Monster Lariat hold the opponent on the ground for plenty of time as Hugo's teammate runs in, and the enemy is left standing. Your incoming character basically gets to set up their ideal point blank ground combo—either by immediately attacking with something like close standing HP on the way in or by jumping forward and using their most damaging cross-up then following with a ground combo. After a partner's optimal juggle, this combo will easily break 400 while removing Hugo from the front lines.

The purpose of this combo is to hit confirm into a tag-out rather than to maximize damage. If you want to keep Hugo on point and you're just seeking damage, it's better to cancel right into Gigas Breaker off cr.MP. Three standing light punches chained to crouching MP canceled into Gigas Breaker does 441! Not bad for a combo starting with rapid-fire standing LP.

V. Cross-up Body Press, cr.MP ▷ ↓↙← + PP, cr.MP ▷ ↓↙← + LP, ←↙↓↘→ + KKK

683 damage, 3 blocks

The ideal combo for when you're going all-out on meter with Hugo. Alternatively, for three blocks and a little less damage (depending on Hugo's partner), you can perform **combo I** until the Monster Lariat juggle, then follow that with st.LK ▷ Cross Art. The advantage to that method is that it will erase *all* of the victim's recoverable vitality! You must sometimes make a decision between maximizing raw damage or using Super Arts and Cross Arts to sacrifice a little maximum damage for the chance to stop them from recovering health.

Combo Appendix

Sequence	Notes
→↘↓↙← + K, →↓↘ + HK	Ultra Throw to HK Shootdown Backbreaker
Jump MK, cr.MP ▷ ↓↘→ + LK	Trial 11
→↘↓↙← + K, ↓↙← + PP, →↓↘ + K	Trial 12
Jump HK, cr.LP ▷ cr.MP ▷ ↓↙← + PP, cr.MK	Trial 13
St.LP ▷ st.LP ▷ st.LP ▷ st.MP ▷ st.HP	Trial 14
Jump ↓ + HP, cr.LP ▷ cr.LP ▷ cr.LP ▷ st.MP ▷ cr.HK	Trial 15
Cr.LP ▷ cr.LP ▷ cr.LP ▷ cr.MP ▷ ↓↘→ + KK	Trial 16
Jump ↓ + HP, cr.MP ▷ ↓↙← + LP, cr.MP ▷ ↓↙← + LP, ←↙↓↘→ + KKK	Trial 17
→↘↓↙← + K, ↓N↓ + MK, st.LK ▷ ←↙↓↘→ + KKK	Trial 18
St.LP ▷ st.LK ▷ cr.MP ▷ ↓↙← + PP, st.LP ▷ st.MP ▷ st.HP	Trial 19
→↘↓↙← + K, cr.LP ▷ ↓↙← + PP, ↓↙← + PP, ↓↙← + PP, st.LK ▷ →↓↘ + LK	Trial 20; requires cornered foe, each EX Giant Palm Breaker should hit twice

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Ibuki

Ninja School Girl

Trained from infancy to become a ninja. Although she carries out her duties, in reality she dreams of living a normal, high school girl life. She has a fascination with pop idols, but when she is tasked with a responsibility, she is always reliable. Ibuki is forced to accept Rolento's mission request by her village leaders, and the two of them head for the South Pole.

Win comment 1: I could really go for some chocolate cake right now… Chocolate cake is the breakfast of champions!
Win comment 2: If you wanna beat me, you're gonna have to be way faster than that!
Win comment 3: What's a girl gotta do to get a bite around here?


Color 1


Color 2


Tactical Ninjitsu

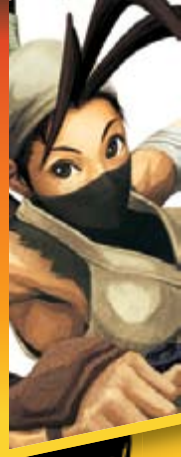

Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



WHAT'S A GIRL GOTTA DO TO GET A BITE AROUND HERE?



DATA ARSENAL

Vitality	900
Forward Dash Duration	18 frames
Backdash Duration	8 frames invulnerable, 16 frames airborne, 1 frames grounded (25 frames total)
Pre-jump Frames	4 frames
Vertical Jump (and High Jump) Duration	37 frames (36 frames)
Diagonal Jump (and High Jump) Duration	41 frames (41 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	3	2	9	+6	+2	—	—
2	Standing MP	High	60	5	4	11	+6	+2	—	—
3	Standing HP	High	90	10	4	23	-2	-7	—	—
4	Standing LK	High	30	4	4	9	+4	0	—	—
5	Standing MK	High	60	5	4	14	+3	-1	SM, EX, SA, CA, Jump	Requires ↓, ↑ to jump cancel
6	Standing HK	High	90	11	3	23	-1	-6	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	3	2	10	+5	+1	SM, EX, SA, CA, Jump	Requires ↓, ↑ to jump cancel
2	Close standing HP	High	50, 40	8	4	26	-2	-8	1st hit SM, EX, SA, CA, Jump	Forces standing on hit, requires ↓, ↑ to jump cancel 1st hit
3	Close standing HK	High	50, 40	7	4	23	Floats	-7	2nd hit Jump	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

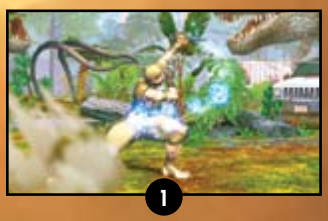
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	3	7	+7	+3	SM, EX, SA, CA, Jump	Requires ↓, ↑ to jump cancel
2	Crouching MP	High	60	7	5	14	+2	-2	SM, EX, SA, CA, Jump	Requires ↓, ↑ to jump cancel
3	Crouching HP	High	90	10	3	21	0	-4	Jump	—
4	Crouching LK	Low	30	4	2	10	+5	+1	SM, EX, SA, CA, Jump	Requires ↓, ↑ to jump cancel
5	Crouching MK	Low	60	7	5	17	-1	-5	—	—
6	Crouching HK	Low	90	7	2	26	Sweep knockdown	-8	—	—



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	100	7	7(2)8	39	Knockdown	-24
Notes								
Similar to EX Kazakiri, full body invulnerability frames 1-8, airborne frames 10-49								



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	5	9	Until grounded, 4 frames landing	+12	+4	—	—
2	Vertical jumping MP	Mid	70	6	7	Until grounded, 4 frames landing	+16	+5	—	—
3	Vertical jumping HP	Mid	100	10	5	Until grounded, 4 frames landing	+20	+8	—	—
4	Vertical jumping LK	Mid	40	5	12	Until grounded, 4 frames landing	+12	+4	—	—
5	Vertical jumping MK	Mid	70	6	7	Until grounded, 4 frames landing	+16	+5	—	—
6	Vertical jumping HK	Mid	100	8	3	Until grounded, 4 frames landing	+20	+8	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Diagonal Jumping Normal Moves

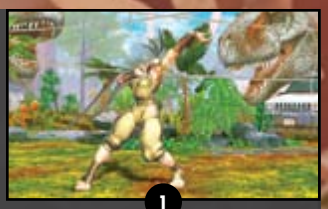
Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	5	6	Until grounded, 4 frames landing	+12	+4	—	—
2	Diagonal jumping MP	Mid	70	6	8	Until grounded, 4 frames landing	+16	+5	—	—
3	Diagonal jumping HP	Mid	100	12	4	Until grounded, 4 frames landing	+20	+8	—	—
4	Diagonal jumping LK	Mid	40	4	8	Until grounded, 4 frames landing	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	6	5	Until grounded, 4 frames landing	+16	+5	—	—
6	Diagonal jumping HK	Mid	100	5	5	Until grounded, 4 frames landing	+20	+8	—	Ground bounce on airborne foes



Unique Attacks

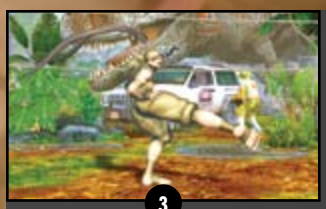
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Agemen	⇦ + MP	High	30, 30	7	5	13	+2	-2	1st hit SM, EX, SA, CA (1st hit only)	Upper body invulnerability frames 1-11, knockdown on airborne foes
2	Backhand Punch	(far from opponent) HP ▷ ⇨ + HP	High, High	90, 40	6	22	24	Knockdown	-6	—	—
3	Spin Kick	⇨ + LK	High	60	4	3	13	0	-1	SM, EX, SA, CA	—
4	Reverse Spin Kick	⇦ + MK	High	60	11	2	17	0	-4	—	Knockdown on airborne foes
5	Hammer Kick	⇨ + MK	Mid	50	23	2	17	+5	-4	—	Airborne frames 3-28, knockdown on airborne foes
6	Sazan	⇘ + MK	Low	60	8	11	11	-3	-7	—	—
7	Bonsho Kick	⇨ + HK	High	90	14	2	20	+2	0	—	Slip (+29) on Counter Hit, airborne frames 6-31, knockdown on airborne foes

Agemen: Ibuki performs a two-hit upwards strike. Frames 1-11 are upper body invulnerable, making this attack ideal as anti-air. It also causes a knockdown against airborne opponents without needing a Counter Hit, allowing a juggle afterwards (see **combo VI**). As a result, Agemen becomes an invaluable defensive tool against jump-in attacks. Also note that only the first hit of Agemen can be canceled into Special Moves, EX Special Moves, Super Arts, or Cross Arts.

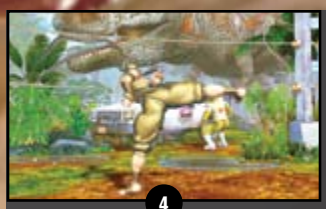




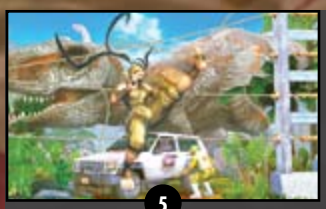
Backhand Punch: This attack is similar to st.HP but with an extra hit that causes a knockdown. Backhand Punch has extended reach and can be used as a poke at mid range, though Ibuki has better options at both close and mid range.



Spin Kick: Spin Kick is a quick attack that is useful as a safe poke when canceled into LK Tsumuji. Because of its speed, it can be used in blockstrings and hit-confirms with st.LP, cr.LP, and cr.LK. It can also be used in frame traps after 2 hits of MK Tsumuji. Spin Kick effectively complements Ibuki's ground game since it reaches farther than her other light pokes.

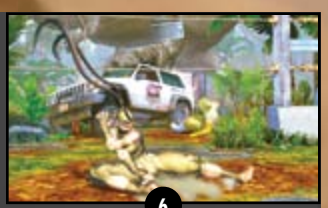


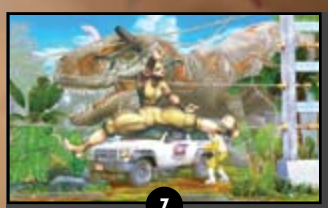
Reverse Spin Kick: Ibuki performs a roundhouse kick that reaches farther than most of her normal moves. It can be canceled into ➡ ⬘ MK on hit or block, which is Target Combo 7 in its entirety. Reverse Spin Kick can be used as a poke mid range to keep opponents in place before canceling into ➡ ⬘ MK, which is an overhead.



Hammer Kick: Hammer Kick is an overhead attack that is +5 on hit, allowing it to link into any combos starting with standing, crouching, or close LP. It can be difficult to block on reaction if used unexpectedly and is effective when mixed with Ibuki's close range pokes.

Sazan: Sazan is a slide attack that travels low enough to be used as a means to avoid projectiles. It does not have any projectile invulnerability, however. Low projectiles such as Sagat's Low Tiger Shot cannot be avoided with this attack. If Sazan comes into contact with the enemy during its last few active frames, it is not only safe on block but also can be linked into cr.LP or st.LP. Sazan is punishable if blocked at close range, however, so it is best used at mid range.





Bonsho Kick: Ibuki leaps slightly off the ground and delivers a jumping splits attack. Bonsho Kick causes a slip state on crouching Counter Hit, which can be followed with cr.LP or st.MK into a combo. This makes it ideal for countering an opponent's crouching low attacks. Bonsho Kick is safe on block, though its 14-frame startup prevents its frequent use.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Aerial Target Combos (Target Combo 1, 2, 3)

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Vertical/diagonal jumping HP	Mid	100	12/10	4/5	Until grounded, 4 frames landing	+20	+8	—	Looks like vertical/diagonal J.HP
—	Target Combo 1	Vertical or diagonal jumping HP ▷ ⇨ + MK	High	60	4	7	Until grounded, 4 frames landing	+16	+5	—	Looks like diagonal J.MK
—	—	Diagonal jumping LP	Mid	40	5	9	Until grounded, 4 frames landing	+12	+14	—	Looks like diagonal J.LP
—	Target Combo 2	Diagonal jumping LP ▷ ⇨ + HP	High	90	4	5	Until grounded, 4 frames landing	+20	+8	—	Looks like diagonal J.HP
—	—	Diagonal jumping LK	Mid	40	5	12	Until grounded, 4 frames landing	+12	+14	—	Looks like diagonal J.LK
—	Target Combo 3	Diagonal jumping LK ▷ ⇨ + MK	High	60	4	7	Until grounded, 4 frames landing	+16	+5	—	Looks like diagonal J.MK

Target Combo 1: This is Ibuki's strongest and most damaging jump-in attack and should be used when you are guaranteed to score a jump-in attack. On block, the second hit of this attack can be used to disrupt the timing of your opponent's defensive options (such as an invulnerable reversal upon Ibuki landing).

Target Combo 2: Ibuki performs a two-step punch attack in the air. This attack is best used in air-to-air situations. A Counter Hit Target Combo 2 can be followed with cr.MP canceled into Raida (or any other juggling Special Move) depending on positioning. As a jump-in attack, Target Combo 1 and 3 are better choices.

Target Combo 3: Target Combo 3 is unique to Target Combo 1 and 2 in that it starts with diagonal J.LK, which is Ibuki's best cross-up. This attack can be used to increase the damage of Ibuki's J.LK cross-up or ruin the timing of an opponent's reversal on block. When using this as a cross-up, be sure to change the direction of ⇨ + MK to compensate.

Target Combo 4 or 6—LP ▷ ⇨ + MP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Close standing LP	High	30	3	2	10	+5	+1	SM, EX, SA, CA, Jump	Looks like cl.LP, requires ⇩, ⇧ to jump cancel
—	—	Close standing LP ▷ ⇨ + MP	High	30, 30	6	3	18	+1	-2	1st hit SM, EX, SA, CA, Super Jump	Requires ⇩, ⇧ to jump cancel, looks like ⇦ + MP
—	Target Combo 4	Close standing LP ▷ ⇨ + MP ▷ ⇨ + HP	High	90	3	3	17	+4	+1	SM, EX, SA, CA	Forces standing on hit, looks like cr.HP
—	—	Close standing LP ▷ ⇨ + MP ▷ ⇘ + HK	Low	90	5	2	26	Hard knockdown	-5	—	Looks like cr.HK
—	Target Combo 6	Close standing LP ▷ ⇨ + MP ▷ ⇘ + HK ▷ ⇨ + HK	High	90	5	1	—	Hard knockdown	-6	Jump	Looks like st.HK

Target Combo 4: Target Combo 4 is a close range four-hit attack that can be used when given a wide opening, after hit-confirming from a jump-in attack, or after connecting with Hammer Kick. The last hit of this string is Special Move cancelable as well as jump cancelable. Combos started with Target Combo 4 provide some of the heaviest damage Ibuki has to offer, as seen in **combo IV** and **V**. If blocked, Target Combo 4 can be canceled into Tsumuji for safety or jump canceled.

Target Combo 6: Target Combo 6 is a five-hit attack string that ends in a knockdown. The last hit is not Special Move cancelable but is jump cancelable instead. It can be canceled into Special Moves if performed with a tiger knee motion (see **combo III** for details) or jump canceled into aerial attacks such as Target Combo 3. Target Combo 6 serves as an alternative to Target Combo 4 as a close range attack string.

Target Combo 5

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Standing LP	High	30	3	2	9	+6	+2	—	Looks like st.LP
—	—	Standing LP ▷ ⇨ + MP	High	60	5	3	15	+4	0	—	Looks like st.MP
—	Target Combo 5	Standing LP ▷ ⇨ + MP ▷ ⇨ + LK	High	30	5	4	14	+2	0	—	Looks like ⇨ + LK

Target Combo 5: Target Combo 5 is a quick three-hit attack that can be used as a poke just outside of close range. The last hit is neutral on block and +2 on hit, leaving you in position to apply further pressure. Ibuki has better tools off standing LP, however, limiting Target Combo 5's use.

Target Combo 7

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	⇦ + MK	High	60	11	2	17	0	-4	—	Looks like ⇦ + MK
—	Target Combo 7	⇦ + MK ▷ ⇨ + MK	Mid	60	27	2	12	+7	+4	—	Looks like ⇨ + MK

Target Combo 7: Target Combo 7 is a combination of Reverse Spin Kick and Hammer Kick and can be used as a mid range poke. Even if the first hit connects at the maximum range possible, the generous hop forward that Ibuki takes during ⇨ + MK guarantees that the overhead kick will always be in range. Target Combo 7 is +7 on hit and can be linked into normal moves such as st.LP, cr.LP, or st.MK.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Target Combo 8

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Close standing HP	High	40, 50	8	4	25	-1	-7	1st Hit: SM, EX, SA, CA, Jump	Forces standing on hit, requires ↓, ↑ to jump cancel, forces standing on hit
—	—	Close standing HP ▷ ↘ + HK	Low	90	5	2	26	Hard knockdown	-5	—	Looks like cr. HK
—	Target Combo 8	Close standing HP ▷ ↘ + HK ▷ → + HK	High	90	5	1	—	Hard knockdown	-6	Jump	Looks like st. HK

Target Combo 8: Target Combo 8 is similar to Target Combo 6, but the main difference is that Target Combo 8 starts with cl. HP instead of cl. LP ▷ → + MP. Therefore, its utility is nearly identical to that of Target Combo 6.

Target Combo 9

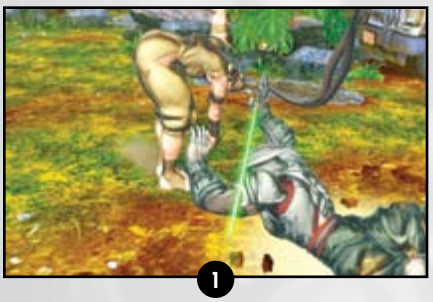
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancel-able	Notes
—	—	Standing LK	High	30	4	4	9	+4	0	—	Looks like st. LK
—	—	LK ▷ → + MK	High	60	5	4	18	+1	-4	SM, EX, SA, CA, Jump	Requires ↓, ↑ to jump cancel, looks like st. MK
—	Target Combo 9	LK ▷ → + MK ▷ → + HK	High	90	5	1	—	Hard knockdown	-6	Jump	Looks like st. HK

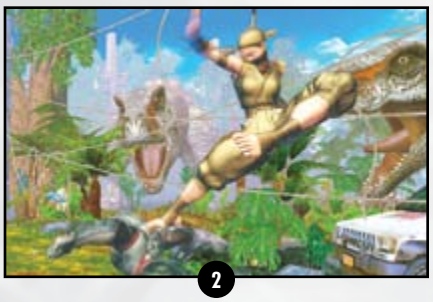
Target Combo 9: Target Combo 9 is an attack string that starts with st. LK. The second hit is Special Move cancelable while the third hit is only jump cancelable. The first 2 hits can be used as a hit-confirm, while the third hit can be followed by the same combos as Target Combo 6 and 8. Ibuki has better options in situations where Target Combo 9 is used, limiting its usefulness.

I COULD REALLY GO FOR SOME CHOCOLATE CAKE RIGHT NOW... CHOCOLATE CAKE IS THE BREAKFAST OF CHAMPIONS!

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Yami Kazura	→ or N + LP LK	Throw	120	7	2	20	Hard knockdown
2	Uki Yami	← + LP LK	Throw	130	7	2	20	Hard knockdown
3	Tobizaru	(in the air) LP LK	Throw	140	7	2	Until grounded, 4 frames landing	Hard knockdown


1


2


3

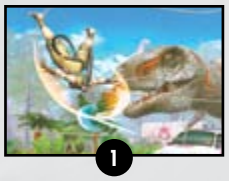
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Kunai	(in air) ↓↙→ + P	High	30	8	—	Until grounded, then 16 frames recovery	Knockdown	—	—	—
2	EX Kunai	(in air) ↓↙→ + P P	High, high	70, 70	11	—	Until grounded, then 9 frames recovery	Knockdown	—	—	—
3	LP Tsuijigoe	→↓↙ + LP	—	—	—	—	51	—	—	—	Airborne frames 8-44, follow-up with Kunai possible at apex of jump arc
	MP Tsuijigoe	→↓↙ + MP	—	—	—	—	55	—	—	—	Airborne frames 8-48, follow-up with Kunai possible at apex of jump arc
	HP Tsuijigoe	→↓↙ + HP	—	—	—	—	60	—	—	—	Airborne frames 9-53, follow-up with Kunai possible at apex of jump arc
4	LP Neck Breaker	←↖↓↙→ + LP	Low	160	16	10	16	Hard knockdown	-13	—	Connects on grounded foes only
	MP Neck Breaker	←↖↓↙→ + MP	Low	160	16	12	17	Hard knockdown	-13	—	Connects on grounded foes only
	HP Neck Breaker	←↖↓↙→ + HP	Low	160	16	21	19	Hard knockdown	-13	—	Connects on grounded foes only
	EX Neck Breaker	←↖↓↙→ + P P	Low	200	17	14	19	Hard knockdown	-13	—	Connects on grounded foes
5	LK Kasumi Gake	↓↙→ + LK	—	—	—	—	21	—	—	—	—
	MK Kasumi Gake	↓↙→ + MK	—	—	—	—	23	—	—	—	—
	HK Kasumi Gake	↓↙→ + HK	—	—	—	—	25	—	—	—	—
6	LK Kazakiri	→↓↙ + LK	High	40 x 3	6	13	25	Knockdown	-18	—	Airborne frames 9-35
	MK Kazakiri	→↓↙ + MK	High	45 x 3	8	13	28	Knockdown	-21	—	Airborne frames 11-38
	HK Kazakiri	→↓↙ + HK	High	50 x 3	10	13	25	Knockdown	-18	—	Airborne frames 13-37
7	EX Kazakiri	→↓↙ + K K (EX version can be followed up with Kunai)	High	40, 30 x 2	7	7(2)8	39	-6	-29	—	Airborne frames 10-49, recovery is cancelable into any diagonal jump normal move, Kunai, or EX Kunai on hit or block
8	LK Hien	←↓↖ + LK	Mid	20, 100	26	7	17	0	-31	—	Recovery is cancelable into Kunai or EX Kunai
	MK Hien	←↓↖ + MK	Mid	20, 120	28	7	17	-8	-32	—	Recovery is cancelable into Kunai or EX Kunai
	HK Hien	←↓↖ + K	Mid	20, 140	29	7	17	-3	-32	—	Recovery is cancelable into Kunai or EX Kunai
9	EX Hien	←↓↖ + K K	Mid	20, 50 x 2, 60	38	Active for duration of jump	28	Hard knockdown	-25	—	Recovery is cancelable into Kunai or EX Kunai
10	LP Raida	→↙↓↖← + LP	High	140	3	5	27	Hard knockdown	-19	—	—
	MP Raida	→↙↓↖← + MP	High	140	3	5	29	Hard knockdown	-21	—	—
	HP Raida	→↙↓↖← + HP	High	140	3	5	29	Hard knockdown	-23	—	—
	EX Raida	→↙↓↖← + P P	High	140	8	5	34	Hard knockdown	-27	—	Unblockable if foe blocks standing

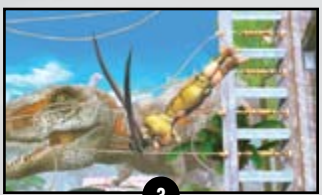
Kunai: Kunai is a projectile attack that can only be performed in the air. Opponents are knocked down when Kunai connects, unlike other *Street Fighter* games in which opponents stay standing if struck by Kunai. This knockdown gives you a slight advantage to gain a better position against your opponent. The angle in which the projectile is aimed depends on the strength of attack used: LP Kunai travels at the sharpest angle and HP Kunai covers the most lateral ground. Ibuki takes an added amount of time to recover from jumping after using Kunai, so it is safer when used defensively (while jumping vertically or diagonally backwards) rather than offensively. When using Kunai offensively, aim for your opponent's feet to allow yourself as much time as possible to recover safely. Note that Kunai can be negated by enemy attacks, including normal moves.


1


2

Kunai can be used to harass and frustrate opponents. Keeping an opponent at bay with Kunai can cause them to rush in blindly, forcing mistakes in their offense. This is especially useful against less mobile characters or when Ibuki has a life lead.

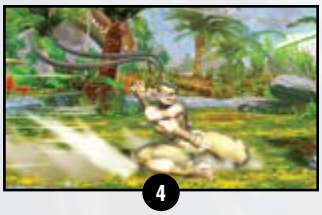
EX Kunai not only fires two projectiles but also travels at a less downward angle, making it difficult to avoid. EX Kunai also deals more than four times the damage of that of a regular Kunai, making it a useful tool in controlling space.


3

Tsuijigoe: This is a ninja flip move in which Ibuki jumps high into the air. The strength of attack used dictates the height and distance that Ibuki jumps, with HP Tsuijigoe jumping the highest/farthest. After reaching the apex of the jump, both Kunai and EX Kunai can be performed until Ibuki nears the ground. If Tsuijigoe is used as a cross-up, the ↓↙→ motion for Kunai must be reversed for it to execute. Ibuki is vulnerable throughout the duration of Tsuijigoe, limiting its usefulness.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



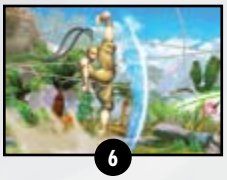
Neck Breaker: Ibuki rolls forward toward her opponent with a neck-breaking attack. She proceeds with a throw attack upon connecting, leaving opponents in a hard knockdown state. The distance that Ibuki travels during this attack is determined by the attack strength used, though the difference in distance between LP Neck Breaker and HP Neck Breaker is insignificant. Like Sazan, Ibuki curls up low enough during Neck Breaker to avoid most projectiles, though it has no projectile invulnerability. Projectiles such as Sagat's Low Tiger Shot can still interrupt Neck Breaker. EX Neck Breaker features increased damage and reaches the entire length of the screen, making all normal projectiles unsafe anywhere on the screen.

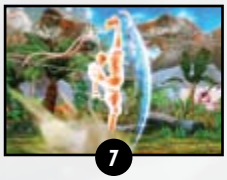
Neck Breaker is best used as a combo ender due to the hard knockdown that it causes and the close distance that it leaves Ibuki afterwards. A successful Neck Breaker puts opponents at the mercy of Ibuki's mix-ups, including ambiguous cross-ups with J.LK . Neck Breaker is also great for punishing projectiles at mid to long range. Punishing even one projectile with Neck Breaker will force opponents to think twice about using them at all. All versions of Neck Breaker are unsafe if blocked.



Kasumi Gake: Kasumi Gake is a command dash in which Ibuki zips forward at a high velocity. Since it is a Special Move, it can be canceled into from normal attacks, an ability that normal ground dashes do not share. LK Kasumi Gake travels the shortest distance but also has the shortest recovery. MK Kasumi Gake travels slightly farther than a ground dash but recovers 2 frames slower than the LK version. HK Kasumi Gake traverses half a screen's length, but recovers the slowest of the three. HK Kasumi Gake is different than its weaker counterparts in that it has the ability to pass through opponents if performed at close range, making it useable as a mix-up tool.

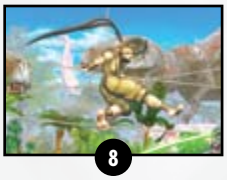
Kasumi Gake can be used for resets and pressure when canceled into from normal moves or attack strings such as Target Combo 4. Blockstrings and attack strings can be canceled into Kasumi Gake, leaving you in position to continue attacking. At close range, canceling a normal move into HK Kasumi Gake results in a cross-up, which can then be followed by standing or crouching LP for a combo. It can be difficult to react to if used unexpectedly, so it is best not to abuse this tactic. All versions of Kasumi Gake can be interrupted with a quick attack if anticipated, however, making it a gamble to use offensively.





Kazakiri: Kazakiri is a rising, three-hit kick attack. The damage and startup of Kazakiri differs depending on the strength of attack used: LK Kazakiri starts up the fastest but does the least damage, MK Kazakiri starts up more slowly but deals more damage, and HK Kazakiri starts the slowest but deals the most damage. Kazakiri is active for 13 frames, meaning it can be used as anti-air so long as it is used early since it has no frames of invulnerability. It can also be used to end combos, and works well as a hand-off attack. Kazakiri is unsafe on block or whiff, so use it only if you are sure it will connect.

EX Kazakiri behaves very differently than its non-EX counterparts. If blocked, you can perform Kunai or EX Kunai while falling to help prevent opponents from punishing. If it connects, opponents are left in a standing position. On hit, you can perform Kunai and EX Kunai as well as diagonal jumping attacks on the way down, allowing for extended combos with J.HP and J.MK, as seen in **combo V**.





Hien: Ibuki leaps forward with an overhead kick attack. The distance in which Ibuki leaps forward is determined by the strength of attack used, with HK traveling the farthest. Ibuki flips backward after Hien is hit or blocked, and can cancel into Kunai or EX Kunai upon recovery. Hien can be difficult to block on reaction if used unexpectedly but easier to block if anticipated due to the glaring visual cue it sends to opponents. Ibuki jumps high enough to avoid and punish projectiles with MK and HK Hien, though Neck Breaker is better suited for dealing with projectiles. Though Hien is unsafe if blocked, Kunai or EX Kunai can be used to possibly prevent punishment. Unfortunately, non-EX Kunai is easily punished in this situation by jumping forward over the projectile.

EX Hien is unique in that it causes a hard knockdown and also targets opponents no matter what the altitude or distance. However, it can still miss if their position suddenly changes at the last moment. If EX Hien hits or is blocked, Ibuki flips forward instead of backward, making it ideal for escaping the corner but highly punishable if used against a cornered opponent.



Raida: Ibuki grabs her opponent and blasts them with a burst of energy. Raida is a hit-throw that sends opponents flying backward into a hard knockdown. It reaches a character's length in front of Ibuki without extending her hurtbox and can be used as a counter to counter-pokes, grabbing any extended hurtboxes that an opponent's attack might have. Raida's near-instant startup assists in this endeavor. It is also useful in combos, adding a powerful punch to the end of any combo. Raida is unsafe if whiffed or blocked.

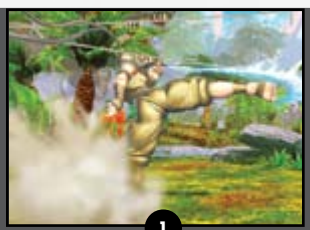
EX Raida differs significantly from the regular versions of Raida. It is unblockable against standing opponents who are not already in blockstun. This means that a blockstring of st.MK canceled to EX Raida is unblockable against a standing opponent, but a blockstring of Target Combo 4 canceled into EX Raida can be blocked standing. EX Raida can always be blocked crouching.

Tsumuji

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Notes
1	LK Tsumuji	↓↗→ + LK	High	30 x 2	13	2(10)2	16	0	-3	Knocks down airborne foes
	MK Tsumuji	↓↗→ + MK	High	30 x 2	17	2(12)2	14	+2	-1	Knocks down airborne foes
2	—	↓↗→ + MK ▷ K	High	30	6	2	20	Knockdown	-7	Can be delayed, knocks down airborne foes
	—	↓↗→ + MK ▷ ↓ + K	Low	50	9 Notes	2	15	Sweep knockdown	-2	Can be delayed
1	HK Tsumuji	↓↗→ + HK	High	30 x 2	21	2(13)2	13	+3	0	Knocks down airborne foes
2	—	↓↗→ + HK ▷ K	High	30	6	2	13	Knockdown	0	Can be delayed, knocks down airborne foes
	—	↓↗→ + HK ▷ ↓ + K	Low	50	8	2	25	Sweep knockdown	-9	Can be delayed
1	EX Tsumuji	↓↗→ + K K	High, (high or low), high	30 x 4	14	2(10 or 12)2(10 or 12)2(10)2	9	Knockdown	+4	
2	—	↓↗→ + K K (↓ ender)	High, (high or low), (high or low), low	30 x 3, 50	14	2(10 or 12)2(10 or 12)2(14)2	11	Sweep knockdown	+5	

Tsumuji: Tsumuji is a rapid-fire kick attack that is central to Ibuki's offense. LK Tsumuji starts up the fastest and is -3 if blocked, making it difficult to punish at close range and virtually impossible to punish at mid range. MK and HK Tsumuji are slower to start but have a third attack available to use on block or hit: pressing K performs another spin kick and ↓ ◇ K performs a low sweep attack that results in a sweep knockdown. Ending MK Tsumuji or HK Tsumuji with K makes both moves safe on block. The first two kicks allow enough time to verify a hit in which you can perform ↓ ◇ K for a sweep knockdown to set up an ambiguous cross-up or mix-up. The follow-ups for MK and HK Tsumuji can be delayed slightly, sacrificing the guaranteed blockstring for a frame trap to manage opponents who are blocking.

EX Tsumuji performs four attacks automatically. The first attack is always high, but the next three can be high or low. Low sweeps can be performed by pressing ↓ before each attack is performed. EX Tsumuji offers extra damage and faster startup speed at the cost of one block. Note that damage scaling is only affected by low EX Tsumuji attacks.



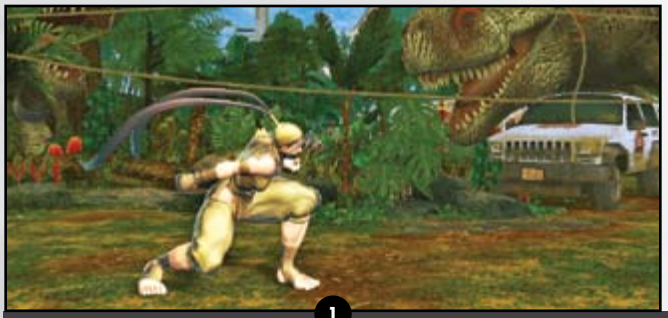


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

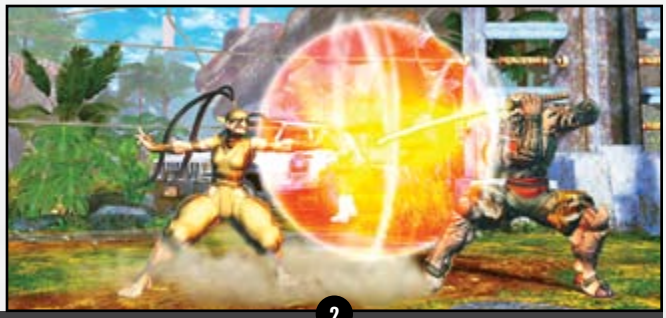
From the Library of Chris Miller

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Notes
1	Yoroitoshi	⇨↘⇩↙⇦ + P P P	High	10, 15 x 17, 35	1	16(31)34	40	Hard knockdown	-34, -77	63 frame cinematic freeze before attack begins, full body invulnerability frames 1-16
2	Yoroitoshi (projectile)	⇨↘⇩↙⇦ + P P P	High	25 x 6, 7	47	34	38	-40	-77	Knockdown on airborne foes



1



2

Yoroitoshi: Ibuki dashes forward half of a screen's length and is active the entire time. Yoroitoshi is a hit throw like Raida. If it connects, Ibuki transitions into a cinematic in which she blasts her opponent with a large burst of energy. Though Yoroitoshi becomes active 1 frame before the game takes any inputs from the opponent, the attack is always blockable, even if the opponent was not blocking before the Super Art freeze. If the initial attack is whiffed or blocked, Ibuki becomes vulnerable again before firing two projectiles: one large, stationary projectile directly in front and another smaller projectile that travels slowly towards the opponent.

Ibuki will perform the cinematic attack as soon as Yoroitoshi connects, even as a juggle. If your opponent blocks the hit throw, they have 34 frames to punish (or retreat) before the two projectiles materialize. Because of its startup and range, Yoroitoshi can be used to blow through an opponent's offense easily, even if done at mid range. Ibuki is extremely vulnerable if either phase of the Super Art is blocked. In addition, Ibuki is punishable even if both projectiles hit fully.

Cross Art

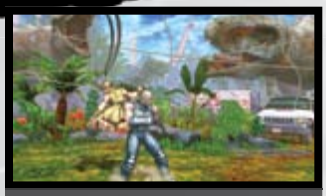
Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇩↘⇨ + MP MK	High	100	6	4	63	Switch	-47
60 frame cinematic freeze before attack begins, full body invulnerability frames 1-9, airborne frames 36-50								



1

Ibuki performs her Super Art III from *Street Fighter III: 3rd Strike*, Yami-Shigure. Like other Cross Arts, Ibuki is invulnerable throughout its startup, allowing it to be used as an invulnerable reversal to beat any opposing attacks. It is easily used in combos when canceling from st.MK or Target Combo 4 and is unsafe if blocked.

OVERVIEW



J.LK is an excellent cross-up and can be difficult to block when performed as an ambiguous cross-up after a hard knockdown.



Agemen is Ibuki's best anti-air. Learn the position and timing in which it will cleanly stop jump-in attacks.

Ibuki has many mix-ups, pokes, and combos to utilize at close range, making her an offense-oriented character. St.LP, cr.LP, st.MK, ⇨ + LK (Spin Kick), and LK Tsumuji are all excellent tools at close range due to their startup speed and safety. Cr.LP does not extend Ibuki's hurtbox, making it one of her best normal moves to use at close range. Cr.LP and st.LP can both be used as a means to hit-confirm into damaging combos, as is detailed in **combo I**. Any blockstring can be canceled into LK Tsumuji for pressure and safety while dealing a small amount of chip damage. Ibuki steps forward slightly during the kicks, placing her in position to apply further pressure after it hits or is blocked. Once opponents are conditioned to block, you may utilize Hammer Kick, HK Kasumi Gake, and throws to pry open the opponent's defense.

At mid range, Ibuki is still a threat. You may use Sazan safely at mid range, so long as it connects at the maximum range possible, and also as a means to get back into close range. Cr.MK also becomes a viable poke at mid range and can be buffered into cr.HK as a quick 2-hit Boost Combo that results in a sweep knockdown. Spin Kick sees use at mid range as well, its reach being farther than Ibuki's other light attacks. It can be used as a relatively safe poke when canceled into LK Tsumuji. Other attacks that are normally too slow to use at close range see utility at mid range, including ⇦ + MK (Reverse Spin Kick) and ⇨ + HK (Bonsho Kick). Though Ibuki has many tools at mid range, your goal should be to get back into close range where you are more likely to score a hard knockdown.

Ibuki is a mixed bag as a defensive character. Although she does not have an invulnerable reversal to use like some other characters, she still has several weapons at her disposal to fend off attackers. For anti-air, your best bet is Agemen, performed with ⇦ + MP. Agemen has upper body invulnerability on startup, stopping all jump-in attacks that come at a 45-degree angle. It causes a knockdown against airborne opponents and can be followed with a juggle, as seen in **combo VI**. Vertical J.MK and an early-timed Kazakiri can also be used as anti-air because they cover angles that might cause Agemen to whiff. Ibuki's air throw works great as an air-to-air attack if you react early to an opponent's jump, and it does well to reset the pace of the match. Diagonal J.MK works in air-to-air situations as well, leading to **combo II**. You can also choose to play a runaway game with different versions of Kunai if opponents are trying to approach (such as when Ibuki has the life lead). Less mobile characters find Kunai difficult to deal with and can ultimately cause opponents to make mistakes due to their frustration in trying to avoid it. Yoroitoshi and Ibuki's Cross Art can also be used as a last-ditch effort to blow through an enemy's offense.

On wakeup, one of Ibuki's best tools is her J.LK cross-up. J.LK attacks directly beneath, making it difficult to block if used as an ambiguous cross-up after a hard knockdown or a jump canceled attack string in the corner. After confirming the cross-up has connected, you can then transition into any of Ibuki's powerful close-range combos such as **combo III** or **V**. You can also opt to use this cross-up as Target Combo 3 to add damage on hit or to ruin an opponent's reversal timing on block. An opponent's wakeup is also a great time to get into close range and to apply pressure with Ibuki's close range attacks.



Bonsho Kick is airborne for a brief window, sailing over low attacks.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LP, cr.LP, st.MK ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + P

220 damage

This is a reliable hit-confirmed combo that is started from Ibuki's lightning-fast cr.LP. Cr.LP has 4 frames of startup and grants +7 frames of advantage on hit. St.MK has 5 frames of startup. As a result, this combo's timing is quite forgiving. St.MK puts the opponent in enough hitstun to guarantee ⇦ ⬀ ⇩ ⬁ ⇨ + P to connect no matter the distance that the knee is connected. Opponents are put into a hard knockdown state after Neck Breaker, in which you can set up an ambiguous cross-up with diagonal J.LK by slightly adjusting your positioning and jump timing before attempting the cross-up. If you successfully land this combo, you can perform the same combo again, putting your opponent in yet another mix-up opportunity.

This combo is one of the most versatile in Ibuki's combo arsenal. At point-blank range, you can execute cr.LP three times before linking into st.MK. The initial cr.LP in this combo can be substituted with cr.LK to check an opponent's low guard, though the timing to link cr.LP or st.MK afterward is a little tighter due to cr.LK offering less advantage than cr.LP on hit (+5). Cr.LP can also be substituted with st.LP, which is 1 frame faster than cr.LP but gives 1 less frame of advantage on hit. Because st.LP is faster than cr.LP, it also is easier to link from cr.LK.

Even though Neck Breaker deals the most damage and results in a hard knockdown, Ibuki's other combo enders offer their own advantages. Ending with ⇨ ⬁ ⇩ ⬀ ⇦ + P (Raida) does a comparable 206 damage and sends opponents flying an entire screen's length into a hard knockdown, which is useful for positional purposes. You can end this combo with Raida to give yourself breathing space while cornered, or use it midscreen to send opponents into the corner, where Ibuki's combo and mix-up potential is increased.

This combo can also be ended with MK Tsumuji into ⇩ + K, causing a hard knockdown. By walking backward slightly afterward then jumping forward, you can set up ambiguous diagonal J.LK cross-ups that look a little different than those off Neck Breaker, which is useful for keeping opponents from becoming too accustomed to your mix-ups. You can also end MK Tsumuji early at 2 kicks only, which leaves you in position to frame trap with Raida, ⇨ + LK (Spin Kick), or st.MK (the latter two options leading to combos or continued pressure).

You can also end this combo with HK Kazakiri into a Switch Cancel, setting your opponent up for a juggle extension. Switch Canceling with MK Tsumuji is also possible, but the timing to follow a Switch Canceled MK Tsumuji is more difficult than Switch Canceling during HK Kazakiri.

If this combo is blocked, you can turn it into a safe blockstring with 3 hits of MK Tsumuji, which is a true blockstring when canceled from st.MK. You can also attempt a risky mix-up by canceling st.MK into LK or HK Kasumi Gake, though this tactic can be interrupted by quick attacks. Alternatively, you can stop the blockstring before st.MK and simply continue pressuring with cr.LP, st.LP, or ⇨ + LK in an attempt to confirm into another combo.

Note that any combo (including this one) ending with a cancelable normal move into a Special Move can also be canceled into Yoroitoshi for heavy, unrecoverable damage. This also works with moves that are not normally Super Art cancelable but jump cancelable only (such as the last hit of Target Combo 6). In this case, a Tiger Knee motion of ⇨ ⬁ ⇩ ⬀ ⇦ ⬂ must be used to execute Yoroitoshi.

II. J.HK, cr.MP ▷ ⇨ ⇩ ⬁ + HK

280 damage, requires airborne opponent

J.HK causes a ground bounce in air-to-air situations, which leads to added damage through juggling. You have ample time to perform cr.MP ▷ ⇨ ⇩ ⬁ + HK upon landing, allowing you to focus on properly executing the rest of the combo. This combo can also be ended with Raida for 272 damage into a hard knockdown.

III. Cl.LP ▷ ⇨ + MP ▷ ⬁ + HK ▷ ⇨ + HK ▷ ⇩ ⬁ ⇨ ⬂ + LK, cr.LP, st.MK ▷ ⇨ ⬁ ⇩ ⬀ ⇦ + HP

329 damage

The last hit of Target Combo 6 can be canceled into LK Kasumi Gake with a tiger knee motion of ⇩ ⬁ ⇨ ⬂. The game takes this input as both a ⇩ ⬁ ⇨ motion for Kasumi Gake as well as a jump cancel motion, hence the ⬂ input. When performing Special Moves out of a jump-canceled attack, the last input (in this case, ⬂ + LK) must be input during the 2-frame pre-jump window just before Ibuki jumps. This sequence requires practice, so be prepared to spend time in training mode mastering it.

Canceling the last hit of Target Combo 6 into Kasumi Gake allows barely enough time to juggle with cr.LP. If the juggle at the end of the combo is performed too quickly, the opponent will be too high for Raida to connect. To alleviate this, delay st.MK after connecting with cr.LP until the opponent nears the ground. This ensures the opponent won't be too high for Raida to connect. Easier alternatives to end this combo include canceling into Raida right after the last hit of Target Combo 6 (309 damage; performing Raida with ⇨ ⬁ ⇩ ⬀ ⇦ ⬂ + P); or jump canceling forward into Target Combo 3 (279 damage), which can be Switch Canceled into a juggle.

IV. Cl.LP ▷ ⇨ + MP ▷ ⇨ + HP ▷ ⇩ ⬀ ⇦ ▷ HK ▷ HK, st.MK ▷ ⇨ ⇩ ⬁ + HK

312 damage, requires corner

In the corner, ⇩ ⬀ ⇦ + HK ▷ HK can be followed with st.MK to juggle. Though ending with HK Kazakiri deals the most damage without meter, ending with Raida scores you a hard knockdown in the corner, which is a dangerous position to be against Ibuki.

Jump canceling the last hit of Target Combo 4 in the corner gives you a reset opportunity. When falling from the jump, you can perform J.MK for a fake cross-up or a late J.LK for a cross-up. As with all resets, you give up guaranteed damage for a chance at even more damage, so it's best to consider the situation when deciding to go for the reset or not. If performing the combo in full deals damage just short of knocking your opponent out, going for the reset to win the round is an option to consider.

V. Cl.LP ▷ ⇨ + MP ▷ ⇨ + HP ▷ ⇨ ⇩ ⬁ + K K ▷ J.HP, st.MK ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + P

386 damage, requires 1 block

EX Kazakiri can be followed with J.HP to extend the combo. J.HP must be timed as early as possible to connect, which is then followed with st.MK ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + P for a hard knockdown.

VI. ⇦ + MP, st.MK ▷ ⇨ ⬁ ⇩ ⬀ ⇦ + P

232 damage, requires airborne opponent

This combo doubles as an anti-air combo as well as a juggle to use after a Launcher or Switch Cancel. The timing here is simple: wait for ⇦ + MP to recover, then perform st.MK ▷ ⇨ ⬁ ⇩ ⬀ ⇦ + P.

Combo Appendix

Sequence	Notes
Cl.LP ▷ ⇨ + MP ▷ ⇨ + HP ▷ ⇩ ⬀ ⇦ ▷ HK, st.LP, st.MK ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + P	—
Cl.HK ▷ ⬂, J.HK, cr.MP ▷ ⇨ ⇩ ⬁ + HK	—
J.MK, st.MK ▷ ⇩ ⬀ ⇦ + K	Trial 11
Cr.LK, cr.LP, st.MK ▷ ⇩ ⬀ ⇦ + K	Trial 12
St.MP, st.MP, st.MK ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + P P	Trial 13
⬁ + MK, st.LP, cr.MK ▷ cr.HK	Trial 14; perform Sazan at maximum range possible
Cl.HK ▷ ⬂, J.HK, ⇨ ⇩ ⬁ + K K ▷ ⇩ ⬁ ⇨ + P P	Trial 15
Diagonal J.LP ▷ ⇨ + HP, cl.HK ▷ ⬂, J.LP ▷ ⇨ + HP, ⇨ ⇩ ⬁ + LK	Trial 16; delay canceling second J.LP to ⇨ + HP as long as possible
Diagonal J.LK ▷ ⇨ + MK, cl.LP ▷ ⇨ + MP ▷ ⬁ + HK ▷ ⇨ + HK ▷ ⇨ ⬁ ⇩ ⬀ ⇦ ⬂ + P P P	Trial 17
J.LP, cl.LP ▷ ⇨ + MP ▷ ⇨ + HP ▷ ⇨ ⇩ ⬁ + K K ▷ J.HP, st.MK ▷ ⇩ ⬀ ⇦ + MK ▷ K, ⇨ ⬁ ⇩ ⬀ ⇦ + P P P	Trial 18
⇨ + MK, st.LK ▷ ⇨ + MK ▷ ⇨ + HK ▷ ⇨ ⬁ ⇩ ⬀ ⇦ ⬂ + P	Trial 19
J.HP, cr.LP ▷ cr.MP ▷ ⇨ ⇩ ⬁ + K K ▷ J.HP, cr.LP ▷ cr.MP ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + P P	Trial 20; walk forward between second J.HP and cr.LP

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Juri

Dark Spider

A cruel female fighter who finds pleasure in destruction and the suffering of others. The powerful Feng Shui engine was implanted into one of her eyes by M. Bison, giving her incredible strength. M. Bison requests that Juri join him in his journey to the South Pole in search of the mysterious box that crash landed there.

Win Comment 1: If you're going to do something, do it right! That includes playtime!

Win Comment 2: Hey. You're the one who attacked me, y'know. Don't invite me to a party unless you're in for a wild ride!

Win Comment 3: Later, loser!



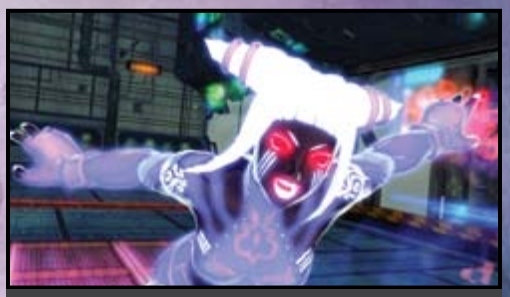
Color 1



Color 2



Blood & Anguish



Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





DATA ARSENAL

Vitality	900
Forward Dash Duration	20 frames
Backdash Duration	8 frames invulnerable, 10 frames airborne, 9 frames grounded (27 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	31 frames (35 frames)
Diagonal Jump (and High Jump) Duration	34 frames (34 frames)

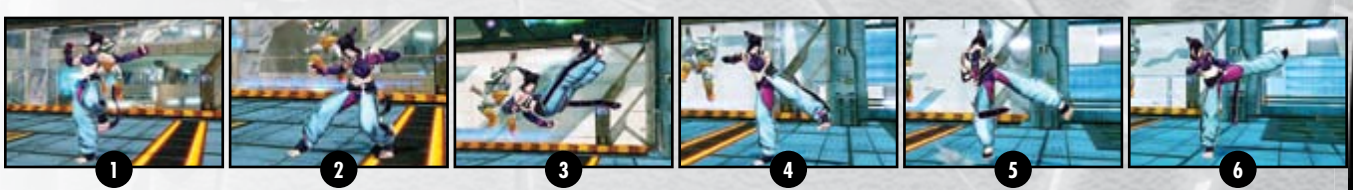
Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	5	3	7	+7	+3	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
2	Standing MP	High	60	6	4	15	+2	-1	SM, EX, SA, CA	—
3	Standing HP	High	90	11	3	24	-2	-7	—	—
4	Standing LK	High	30	5	3	10	+4	0	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
5	Standing MK	High	60	6	5	17	0	-3	—	—
6	Standing HK	High	90	17	4	21	0	-5	—	Airborne frames 7-24



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	5	3	7	+7	+3	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
2	Close standing MP	High	60	6	4	18	-1	-4	SM, EX, SA, CA	—
3	Close standing HP	High	90	7	4	29	Floats	-8	SM, EX, SA, CA	Airborne frames 4-23
4	Close standing LK	High	30	4	3	8	+6	+2	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
5	Close standing MK	High	30, 30	7	3(6)2	24	-5	-8	SM, EX, SA, CA	Airborne frames 1-6
6	Close standing HK	High	45, 45	12	2(2)2	23	0	-5	1st hit SM, EX, SA, CA	—

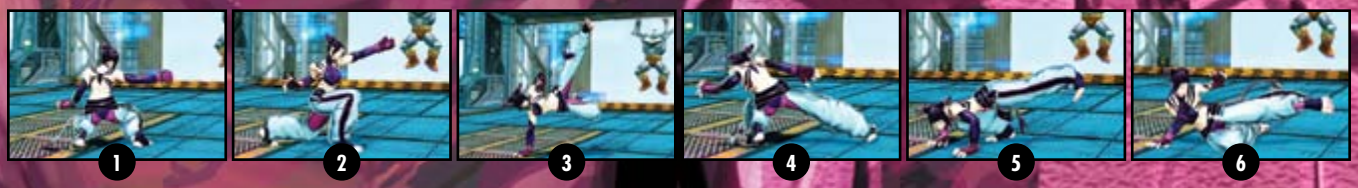


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

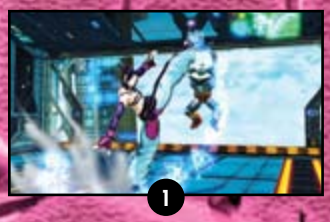
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	4	8	+5	+1	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
2	Crouching MP	High	60	5	6	12	+3	0	SM, EX, SA, CA	—
3	Crouching HP	High	90	8	4	23	-2	-7	SM, EX, SA, CA, Jump	Knockdown on airborne foes
4	Crouching LK	Low	30	4	4	8	+5	+1	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
5	Crouching MK	Low	60	6	2	18	+1	-3	SM, EX, SA, CA	—
6	Crouching HK	Low	90	9	2	25	Hard knockdown	-7	—	—



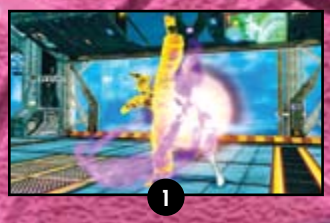
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120	13	3	15	Hard knockdown	0
Notes								
Similar to Fuhajin, full body invulnerability frames 1-12								



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	5	7	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Jumping MP	Mid	70	6	7	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Jumping HP	Mid	100	9	4	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Jumping LK	Mid	40	6	10	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Jumping MK	Mid	70	6	5	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Jumping HK	Mid	100	9	4	Until grounded, then 4 frames recovery	+20	+8	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	5	11	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Diagonal jumping MP	Mid	70	6	6	Until grounded, then 4 frames recovery	+16	+5	—	Hard knockdown on airborne foes
3	Diagonal jumping HP	Mid	100	8	4	Until grounded, then 4 frames recovery	+20	+8	—	Ground bounce on airborne foes
4	Diagonal jumping LK	Mid	40	6	6	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	6	6	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Diagonal jumping HK	Mid	100	7	6	Until grounded, then 4 frames recovery	+20	+8	—	—



Unique Attacks

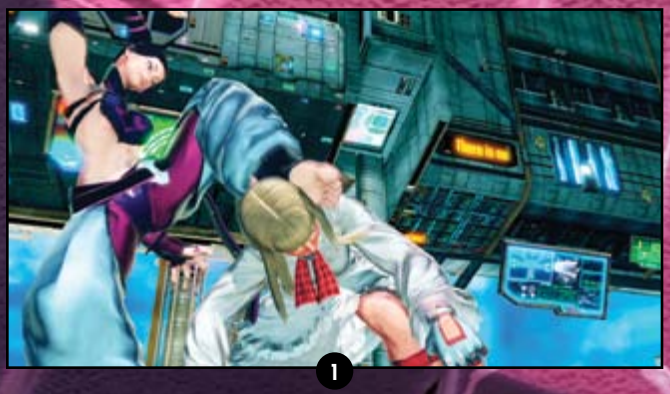
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Sekku	⇨ + MK	Mid	70	15	2	16	+3	0	—	Airborne frames 7-20



Sekku: Juri hops into the air and quickly kicks her opponent during this overhead attack. Sekku starts up in 15 frames, which is almost impossible for opponents to react to, making this an excellent poke against a crouching opponent. It's also even on block, giving you a safe way to strike when your opponent is blocking. If you Counter Hit the opposing character with Sekku, you can link into crouching LK afterwards, giving you potentially big damage off a fast, safe overhead!

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Karen Kick	⇨ or N + LP LK	Throw	35, 115	7	2	20	Hard knockdown
2	Assatsu Kick	⇦ + LP LK	Throw	35 x 2, 70	7	2	20	Hard knockdown



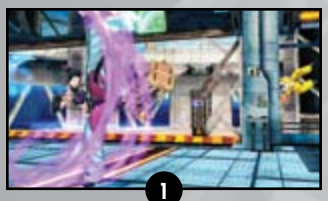


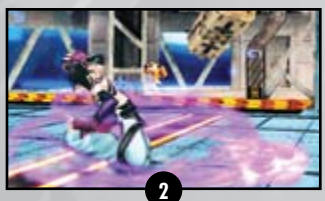
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

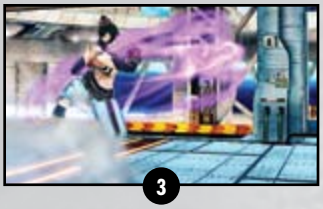
From the Library of Chris Miller

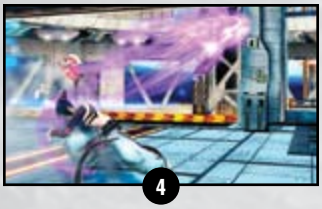
Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Fuhajin	↓↘→ + K	High	60	11	4	18	Floats	-3	—	Hold button to store projectile, release button to fire projectile, last 3 frames of recovery can be canceled into projectile release
2	LK Fuhajin (release)	(after Fuhajin) LK (release)	High	40	12	—	21	+11	+4	—	Projectile travels 51 frames across 3/4 screen then disappears
3	MK Fuhajin (release)	(after Fuhajin) MK (release)	Crouchable high	50	12	—	21	+11	+4	—	Airborne frames 4-12, projectile travels 51 frames across 3/4 screen then disappears, knockdown on airborne foes
4	HK Fuhajin (release)	(after Fuhajin) HK (release)	High	60	12	—	21	+11	+4	—	Airborne frames 4-12, projectile travels 51 frames across 2/3 screen then disappears, knockdown on airborne foes
	EX Fuhajin (LP)	↓↘→ + LK MK	High	50, 70	15	—	26	Knockdown	+11	—	Projectile travels 47 frames across 3/4 screen then disappears
	EX Fuhajin (MP)	↓↙← + MK HK	High	50, 70	17	—	24	Knockdown	+13	—	Airborne frames 5-16, projectile travels 45 frames across 3/4 screen then disappears
	EX Fuhajin (HP)	↓↙← + LK HK	High	50, 70	15	—	26	Knockdown	+11	—	Airborne frames 5-16, projectile travels 45 frames across 2/3 screen then disappears
5	LK Shikusen	(in air) ↓↙← + LK	High	40	15	Until grounded	Until grounded, 15 frames landing	Knockdown	-3	2nd Impact	—
	MK Shikusen	(in air) ↓↙← + MK	High	40	15	Until grounded	Until grounded, 15 frames landing	Knockdown	-3	2nd Impact	—
	HK Shikusen	(in air) ↓↙← + HK	—	40	15	Until grounded	Until grounded, 15 frames landing	Knockdown	-3	2nd Impact	—
	EX Shikusen	(in air) ↓↙← + K K	—	50, 25 x 2, 60	16	Until grounded	Until grounded, 14 frames landing	Wall bounce	-19	—	—
6	2nd Impact	(during Shikusen hit or block) K	High	20, 20	10	4(5)3	Until grounded, 20 frames landing	Knockdown	-6	3rd Strike	—
7	3rd Strike	(during 2nd Impact hit or block) K	High	80	21	3	Until grounded, 10 frames landing	Knockdown	-13	—	—
8	LP Kasatuchi	↓↙← + LP	Counter	—	—	—	48	—	—	—	Full body strike counter frames 1-32
	MP Kasatuchi	↓↙← + MP	Counter	—	—	—	48	—	—	—	Full body strike counter frames 1-32
	HP Kasatuchi	↓↙← + HP	Counter	—	—	—	48	—	—	—	Full body strike counter frames 1-32
	EX Kasatuchi	↓↙← + P P	Counter	—	—	—	49	—	—	—	Full body strike counter frames 1-33
9	LK Senpusha	↓↙← + LK	High	60, 40	10	3(1)4	22	0	-2	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, airborne frames 10-20
	MK Senpusha	↓↙← + MK	High	45, 25 x 3	12	3(1)4(5) 4(1)4	20	Floats	-7	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, airborne frames 12-37
	HK Senpusha	↓↙← + HK	High	50, 30 x 3	17	3(1)4(5) 4(1)5	26	Floats	-14	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, airborne frames 17-42
	EX Senpusha	↓↙← + K K	High	12 x 5, 20	11	3(1)4(3) 6(1)3(4) 6(1)3	31	Floats	-30	—	Can be Super Charged: 51 frames to perform Super Art, full body invulnerability frames 1-14, projectile invulnerability frames 15-50, airborne frames 11-50


1


2


3


4

Fuhajin: Juri kicks to the air, charges a projectile, and releases it when you release the input used to perform the attack. Juri starts Fuhajin by kicking the opponent and floating them in the air if it hits. The button used to perform the attack decides the follow-up that is performed when you release the input: LK throws a projectile across the ground, MK fires a crouchable high projectile horizontally at head level, and HK shoots a projectile 45 degrees into the air. Multiple Fuhajin projectiles can be charged at the same time, but only one of each strength. You can have an LK and HK Fuhajin charged, and each will fire when you release the button, preventing you from charging another. When using Fuhajin in projectile battles, you should cancel your opponent's projectile with the kick portion of the attack, and then fire back by releasing the projectile while your opponent is recovering. LK Fuhajin is fired low enough that it will go under most projectiles and can stop many *Tekken* characters' anti-projectile attacks, making it useful for keeping them at bay. EX Fuhajin forgoes the kick portion of the attack and instantly releases a projectile, which is useful in projectile wars and quick combos, but this use is much less multi-purpose.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller


5


6


7

Shikusen, 2nd Impact, 3rd Strike: This diving attack first kicks the opponent, then juggles them in the air before sending them flying. The button used determines the angle of attack: LK travels about one-fourth of the screen, HK travels a little over half the screen, while MK travels somewhere between the two. Shikusen can be used to quickly cross the screen during a forward jump and punish projectiles as they're thrown. Shikusen can be performed low to the ground, making it a decent move to whiff for meter and a good way to keep on pressure when used after a jump-cancelled crouching HP. The 2nd Impact and 3rd Strike follow-ups should only be used if you see the Shikusen connect, as both are unsafe if blocked. EX Shikusen wall bounces the opponent when you use it, but it eats up most of your juggle potential with the move itself, limiting the damage you can deal after a connected hit. It also automatically performs the follow-up attacks, making it much riskier than the normal version. The distance traveled by EX Shikusen depends on which buttons you use to perform the attack: LK and MK for the LK version's distance, MK and HK for MK distance, and LK and HK to travel as far as the HK version.


8

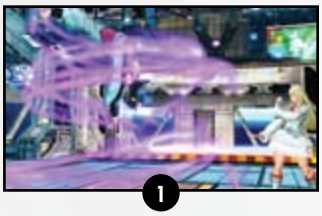
Kasatuchi: If your opponent attacks Juri during this counter-type move, she will quickly move out of the way to escape danger. The button pressed determines where Juri goes if the counter is triggered: LP causes Juri to dash toward the opponent (and through them), MP causes Juri to dash backward, while HP causes Juri to fly into the air where she can come down with an attack. Kasatuchi is active on the first frame, making it decent reversal. But, depending on your opponent's attack, you could be left at disadvantage and unable to escape punishment. When using Kasatuchi, you should mix-up the counter used to make it difficult for your opponent to read it. If your opponent triggers EX Kasatuchi, you can determine the direction Juri travels during the counter by inputting a direction: ⇨ , ⇦ , and ⇧ function the same as LP, MP, and HP respectively, while ⇗ and ⇖ cause Juri to jump in that direction over or away from your opponent. During the angled jump used in EX Kasatuchi, Juri travels the same as a diagonal jump but performs vertical jumping attacks. So you should generally come down on your opponent with jumping HK.


9

Senpusha: Juri creates a tornado of kicks during this Special Move. LK Senpusha is completely safe on block and gives you a method to chip away at your opponent safely. MK Senpusha is unsafe if blocked, but floats the opponent in the air, giving you the chance to continue into a high-damage combo. Both LK Senpusha and MK Senpusha combo off of light normal moves, giving you plenty of time to verify before deciding which one you should use. The HK version deals more damage than the MK version, but it doesn't combo off light attacks, recovers slower, giving you less time to juggle afterwards, and is less safe than the MK version on block. EX Senpusha deals less damage than the other attacks, but it is fully invulnerable for 14 frames and hits on both sides of Juri, making it an excellent reversal against jump-ins, cross-ups, and grounded attacks! Depending on the range, EX Senpusha might not fully combo, so don't use it against long range pokes.

Super Art

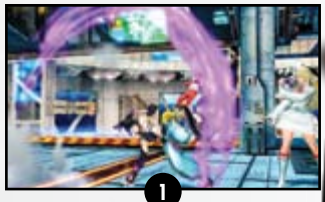
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Kaisen Dankairaku	⇩⇗⇦ + K K K	Low, Low, High	50, 30 x 8, 60	14	4(1)6(1)4(1)3(1) 2(5)4(4)4(6)4	75	Hard knockdown	-79
Notes									
69 frame cinematic freeze before attack begins, full body invulnerability frames 1-18, airborne frames 106-187									


1

Kaisen Dankairaku: Juri slides forward, creates a tempest of Feng Shui engine-infused kicks, carries the opponent into the air, and kicks her foe to the ground. Kaisen Dankairaku is slow, making it a difficult attack to use as a reversal. It travels nearly half the screen, making it a strong counter to long range pokes and projectiles. If one hit of Kaisen Dankairaku lands, it automatically enters into the cinematic stage, ensuring that you'll get full damage during most juggles. Kaisen Dankairaku combos off an MK Senpusha midscreen, giving you an easy way to get massive damage off any connected attack!

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇩⇘⇨ + MP MK	High	20, 5 x 11, 25	8	2	67	Switch	-47
Notes								
71 frame cinematic freeze before attack begins, full body invulnerability frames 1-9								


1

Juri powers up her Feng Shui engine, flies at the opponent with a leaping kick, repeatedly attacks her target with a flurry of strikes, then kicks her enemy toward her partner. Juri's Cross Art has a very long range, making it excellent for punishing an opponent's whiffed moves from mid range. You can easily combo into this Cross Art off a connected MK Senpusha from midscreen, giving you easy access to big damage as long as you're willing to spend the meter.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

OVERVIEW



Fuhajin allows you to destroy projectiles while charging your own!



If MK or HK Fuhajin projectiles hit an enemy out of the air, you can combo after it hits with Kaisen Dankairaku or Cross Art!

Juri is a well-rounded character who can fight successfully at all ranges. While her keep-away game isn't as effective as dedicated zoning characters, she's still effective at long range. The various versions of Fuhajin allow Juri to fling projectiles at her opponent, while charging Fuhajin has the ability to destroy projectiles while sending her own towards her opponent. The three Fuhajin projectiles each serve a different purpose. The LK projectile travels low to the ground under most other projectiles. MK Fuhajin is a crouchable high projectile but can keep opponents from advancing. The HK attack sends a projectile upward, knocking opponents out of the air. If you hit your opponent out of the air with a Fuhajin projectile, they will be open for a juggle combo whether or not the attack Counter Hits. It's difficult to combo from midscreen without using Kaisen Dankairaku or a Cross Art, however. Your opponent can't tell which Fuhajin projectiles you've stored or are charging, so keep as many charged as possible. Fuhajin charging recovers quickly, so you'll have time to react with an anti-air if your opponent attempts to jump at you.

Fuhajin projectiles don't reach full screen, so characters with full screen attacks and projectiles can attack you outside of your range. Against long range pokes and projectiles, you can instantly close the distance by jumping forward and performing Shikusen. If Shikusen hits late enough, it's mostly safe when blocked, allowing you to quickly get near your opponent. If your opponent is expecting you to use Shikusen from long range, act like you're going to use it to approach but use LK Shikusen instead. You'll dive too shallow for your opponent's counter, allowing you to punish their whiff!

At close range, you should pressure your opponent with Juri's standing and crouching LK attacks, Sekku, and releasing charged LK Fuhajin attacks. Juri's LK attacks leave her at advantage on hit and block, and all can be linked together and canceled into LK or MK Senpusha. LK Senpusha is even on block, so it is a completely safe pressure tool that you can use to chip away at your opponent. If you see your LK attacks connect, cancel into MK Senpusha instead, which deals more damage and gives you the chance to juggle afterward. If your opponent is keeping up their defense, open them up by throwing them or using Sekku as an overhead to hit your opponent if they are crouching. If Sekku Counter Hits, you can continue into a combo, allowing you to deal additional damage. You can fake a throw and attack with crouching HP for a frame trap. If crouching HP hits your opponent, quickly cancel with jump, attack with Shikusen, and continue to a juggle. If it's blocked, cancel into forward jump, which puts you in perfect range to cross-up your opponent with jumping MK ! Your opponent can counter this if they're looking for it, but you should be able to sneak it in once or twice a match.



Crouching HP is a strong, jump-cancelable anti-air that leads to solid damage when used successfully.



EX Kasatuchi counters any attack and can be directed after it's triggered, allowing you to create unique cross-up situations from a defensive position.

If you find yourself on the defensive against grounded attacks, look for a chance to interrupt your opponent's attacks with Kasatuchi or use meter on a reversal EX Senpusha. Kasatuchi is a counter Special Move that's active on the first frame, making it work as a reversal against any attack. If your opponent sees it coming, they can counter by throwing you or waiting until the end of Kasatuchi's active frames. EX Senpusha is an invulnerable reversal attack that can counter jump-ins, cross-ups, and ground attacks, making it an incredibly effective wakeup. When used against grounded attacks, it's possible that EX Senpusha can push your opponent out of range, and the final hits of the attack will whiff, leaving you unsafe. So use it only against close range opponents.

While Juri's ground attack defense is mostly based on guessing with reversals, she has strong anti-air normal moves. Crouching HP is a particularly strong anti-air that knocks the opponent down on any hit, giving you the chance to connect with a huge combo! If you don't think you'll have time to throw out a crouching HP , you can anti-air with crouching MP , which starts up slightly faster but doesn't lead to a big juggle combo. If you think you're going to be crossed-up and you're outside of crouching HP range, anti-air with LP Kasatuchi and simply dash away from your opponent. If you use this too often, your opponent will empty jump more often, making it easier to counter their jump-in with normal attacks. EX Kasatuchi is excellent at stopping cross-ups. But this costs a meter and deals little damage when used anti-air. So you should only use it as a last resort.

YOU'RE THE ONE WHO ATTACKED ME, Y'KNOW. DON'T INVITE ME TO A PARTY UNLESS YOU'RE IN FOR A WILD RIDE!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LK, cr.LK, cr.LK ▷ ↓↘→ + LK

154 damage

This quick combo is an easily verifiable combo into LK Senpusha. If you input LK too fast, you'll chain the attacks together, preventing you from canceling into Senpusha. Depending on how close you are to your opponent, you might be too far for a third crouching LK, so you can use standing LK for extra reach. Crouching LK to standing LK is a 1 frame link that you can't plink, making it fairly difficult to hit every time. If you replace the second crouching LK with standing LP, it'll be much easier to link into standing LK. If you can verify that this combo is hitting, you can cancel into MK Senpusha for additional damage and the ability to continue your juggle. MK Senpusha isn't safe on block, so it's best to use LK Senpusha if you see your attacks get blocked or if you can't reliably verify that you're hitting.

II. Cr.LK, cr.LP, cr.MP ▷ ↓↘→ + HK, cr.HP ▷ ↗, ↓↘→ + LK, cr.MP ▷ ↓↘→ + LK

334 damage, corner required

This corner combo is a verifiable combo into HK Senpusha, which you can juggle afterward in the corner. Crouching LP to crouching MP is a 1 frame link, but it's plinkable, and you can make it easier by using standing LP instead. HK Senpusha only combos off medium and heavy attacks, unlike the LK and MK versions, but it deals the most damage of the three. Juggling the crouching HP can be difficult. If you wait too long before performing the attack, your opponent will already be on the ground. After crouching HP connects, immediately cancel into a forward diagonal jump and perform LK Shikusen as soon as possible so you land quickly enough to keep juggling your opponent. You can juggle with 2nd Impact and 3rd Strike after Shikusen, but it deals less damage than crouching MP into LK Senpusha and can often be difficult, if not impossible, to connect. In juggles, LK Senpusha deals more damage than the other versions because it connects with both hits while the MK and HK versions will only connect with one hit.

III. Cr.MP ▷ ↓↘→ + MK, cr.HP ▷ ↗, J.HP, cl.HP ▷ ↓↘→ + LK

426 damage, corner required

Although you can juggle after both MK and HK Senpusha, the MK version lofts the opponent higher into the air and recovers quicker, allowing you to hit them high enough to continue with this combo. You'll need to hit your opponent with crouching HP as early as possible to combo diagonal jumping HP afterwards. Your opponent will be ground bounced after jumping HP, so you'll have to wait a moment before picking them up with standing close HP. Wait until after your opponent bounces of the ground before picking them up. Any other time is too early or too late. Canceling crouching HP is peculiar—even though it's a cancel, the attack animation finishes before Senpusha is released.

IV. Cr.LK, cr.LK ▷ ↓↙← + HK, release HK, ↓↘→ + K K

426 damage, 2 blocks

The charging hit of Fuhajin floats your opponent into the air, giving you the chance to combo afterwards. Without meter, you can replace the released projectile by walking forward a couple steps then juggling with crouching HK. Kaisen Dankairaku moves Juri forward across almost half of the screen, making it easy to use in juggles. You can replace Kaisen Dankairaku with Juri's Cross Art for additional damage and a switch at the expense of an additional block of Cross Gauge.

V. Cr.HP ▷ ↗, ↓↘→ + LK, cr.MP ▷ ↓↘→ + K K

443 damage, 2 blocks

This combo uses the jump cancel ability of crouching HP to give you a verifiable juggle combo from midscreen or in the corner. If you don't want to spend the meter, you can replace Kaisen Dankairaku with LK Senpusha for significantly less damage.

VI. Cr.LK, st.LP, cr.MK ▷ ↓↘→ + MK, ↓↙← + MP MK

264 damage before switch, 3 blocks

Not only can you combo into Kaisen Dankairaku from midscreen, but you can also combo into Cross Art! The timing is mostly the same: simply perform Cross Art as soon as possible to finish the combo.

VII. Cr.HP ▷ ↗, J.HP, st.HP ▷ ↓↘→ + LK

Damage depends on damage scaling.

Juri can tack on a lot of extra damage after a Switch, but it can be difficult. You must hit crouching HP as soon as Juri arrives on the screen so you'll hit your enemy high enough for you to connect with diagonal jumping HP. Unlike after an MK Senpusha in the corner, you must juggle standing HP as soon as you land instead of waiting for the ground bounce. Why this happens is a mystery, so it's best to just go with it and obtain enormous damage off a tag.

Combo Appendix

Sequence	Notes
Cr.MP, cr.MP ▷ ↓↘→ + MK, ↓↘→ + K K	Juri has many links she can use to verify into MK Senpusha, which you can juggle Kaisen Dankairaku after midscreen or in the corner.
Cr.HP ▷ ↗, ↓↘→ + LK HK, ↓↘→ + K K	Combo off EX Shikusen. EX Shikusen uses much of your juggle potential, limiting the follow-ups you can perform.
Cr.HP ▷ ↗ J.HP, cl.HP ▷ ↓↘→ + LK	Anti-air combo. If crouching HP anti-airs an opponent, it leaves them open for a full juggle combo.
Cr.LK ▷ cr.MK ▷ cr.HK	Trial 7
J.LK, cl.LP ▷ cl.MP ▷ cl.HP ▷ ↓↘→ + K K	Trial 9
Cr.MP ▷ ↓↘→ + K K, cr.MK ▷ ↓↘→ + K K	Trial 12
J.HK, cr.MP ▷ ↓↙← + K, cr.HK	Trial 13, hold down K after Fuhajin to store the projectile, walk forward slightly before performing crouching HK.
J.MP ▷ ↓↘→ + LK, cr.MP ▷ ↓↘→ + K K K	Trial 14
J.MP, st.MP ▷ ↓↘→ + LK	Trial 15
J.MP, st.MP, st.MK ▷ ↓↙← + MK HK	Trial 16
J.MK, st.LP ▷ st.LK, cr.MK ▷ ↓↘→ + MK, ↓↘→ + K K K	Trial 17
Cr.LK ▷ cr.LK ▷ st.LK ▷ cl.MP ▷ cl.HP ▷ ↓↘→ + K K, ↓↘→ + K K K	Trial 18
↓↙← + LK, cr.HP ▷ ↑, ↓↘→ + LK, cr.MK ▷ ↓↘→ + K K	Trial 19, corner required.
Cl.LP, cl.LK, cr.MK ▷ ↓↘→ + MK, cl.LP, J.HP, ↓↘→ + K K K	Trial 20, corner required.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Ken

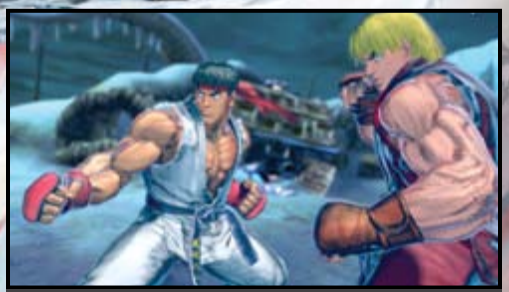
The Eternal Rival

Trained with Ryu under the tutelage of Gouken, and has since become eternal rivals with his good friend. He is the heir to the Masters Corporation. He is by nature a cheerful and positive person in contrast to Ryu's stoicism, but he is also able to concentrate on the task at hand. Worried about the dangerous road his friend Ryu is taking, he joins him in his journey.

Win comment 1: Your fundamentals are all over the place! You need to go back to the training room!
Win comment 2: I'm always ready to take on new challengers! Bring it on!
Win comment 3: You know, you'd probably perform better if you cut the salt out from your diet. That stuff's killer.


Color 1


Color 2


The Strongest Rivals

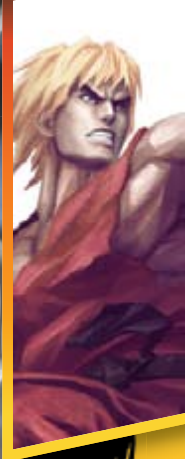

Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



I'M ALWAYS READY TO TAKE ON NEW CHALLENGERS! BRING IT ON!

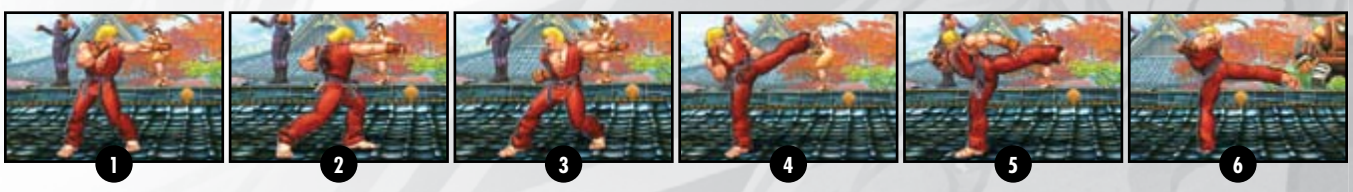


DATA ARSENAL

Vitality	1000
Forward Dash Duration	18 frames
Backdash Duration	8 frames invulnerable, 10 frames airborne, 9 frames grounded (27 frames total)
Pre-jump Frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

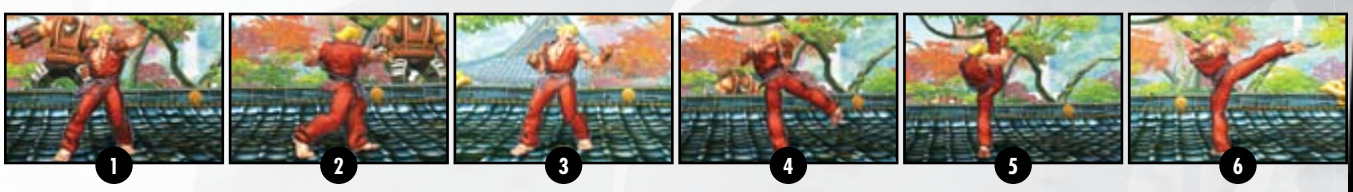
Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	5	4	7	+6	+2	Yes	—
2	Standing MP	High	60	6	5	9	+7	+3	—	—
3	Standing HP	High	90	11	3	23	-1	-6	—	—
4	Standing LK	High	30	4	3	11	+3	-1	—	—
5	Standing MK	High	60	7	3	18	0	-4	—	—
6	Standing HK	High	90	13	3	25	-3	-8	—	Causes crumple on Counter Hit



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	4	2	10	+5	+1	SM, EX, SA, CA	Rapid fire cancelable into light attacks
2	Close standing MP	High	60	7	3	23	-5	-9	SM, EX, SA, CA	—
3	Close standing HP	High	90	5	3	24	-1	-7	SM, EX, SA, CA	—
4	Close standing LK	High	30	6	2	12	+4	-1	SM, EX, SA, CA	Rapid fire cancelable into light attacks
5	Close standing MK	High	60	8	3	9	+7	+4	SM, EX, SA, CA	—
6	Close standing HK	High	90	8	3	26	-3	-8	SM, EX, SA, CA	—

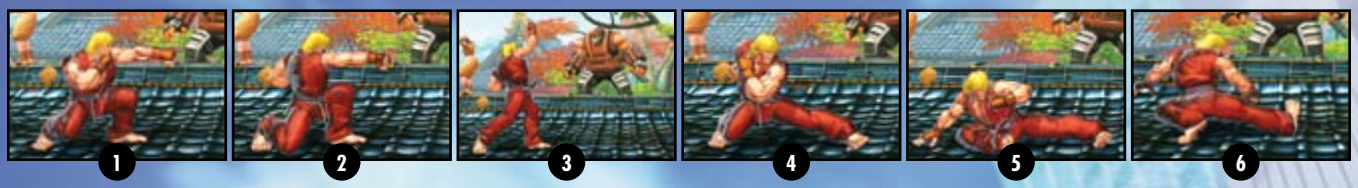


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	3	9	+3	-1	SM, EX, SA, CA	Rapid fire cancelable into light attacks
2	Crouching MP	High	60	6	5	11	+4	0	SM, EX, SA, CA	—
3	Crouching HP	High	90	6	5	25	-4	-10	SM, EX, SA, CA	—
4	Crouching LK	Low	30	3	4	11	+2	-2	SM, EX, SA, CA	Rapid fire cancelable into light attacks
5	Crouching MK	Low	60	5	4	17	-1	-5	SM, EX, SA, CA	—
6	Crouching HK	Low	90	8	3	21	Sweep	-4	—	Sweep knockdown



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable
1	HP HK (while standing or crouching)	High	100	13	2	53	Switch	-34	—
Notes									
Crushes crouching attacks, on hit floats target while switching in partner									



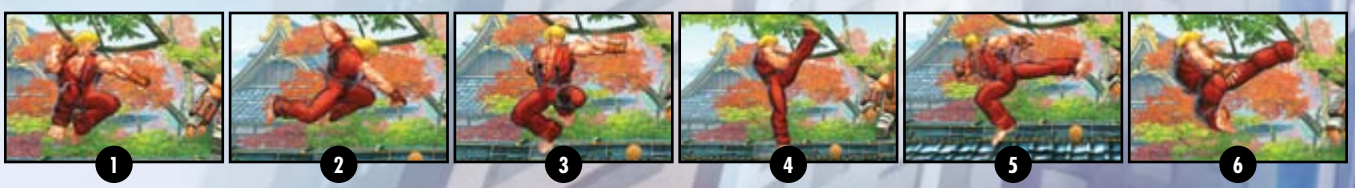
Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable
1	⇨ + HP HK (while blocking)	High	40, 40, 40	5	16	42	Knockdown	-32	—
Notes									
Looks like EX Shoryuken, invulnerable frames 1-6									



Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	7	9	Until grounded, 4 frames landing	+12	+3	—	—
2	Vertical jumping MP	Mid	70	6	4	Until grounded, 4 frames landing	+16	+5	—	—
3	Vertical jumping HP	Mid	100	8	4	Until grounded, 4 frames landing	+20	+8	—	—
4	Vertical jumping LK	Mid	40	7	10	Until grounded, 4 frames landing	+13	+4	—	—
5	Vertical jumping MK	Mid	70	7	7	Until grounded, 4 frames landing	+16	+5	—	—
6	Vertical jumping HK	Mid	100	7	2	Until grounded, 4 frames landing	+20	+8	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

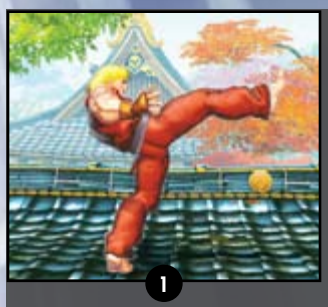
Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	8	8	Until grounded, 4 frames landing	+12	+4	—	—
2	Diagonal jumping MP	Mid	70	5	6	Until grounded, 4 frames landing	+16	+5	—	—
3	Diagonal jumping HP	Mid	100	6	4	Until grounded, 4 frames landing	+20	+8	—	—
4	Diagonal jumping LK	Mid	40	5	8	Until grounded, 4 frames landing	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	7	4	Until grounded, 4 frames landing	+16	+5	—	—
6	Diagonal jumping HK	Mid	100	6	6	Until grounded, 4 frames landing	+20	+8	—	—



Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Inazuma Kick	⇦ + MK	Mid	60	15	2	18	+2	-4	—	Ground bounce on airborne foe or on Counter Hit against crouching foe
2	Forward Step Kick	⇨ + MK	High	80	11	5	14	+2	-2	—	—
3	Thunder Kick	⇨ + HK	Mid	100	21	2	24	0	-6	—	Ground bounce on airborne foe or on Counter Hit against crouching foe
4	Thunder Kick (feint)	⇨ + HK (hold)	—	—	—	—	27	—	—	—	—



Inazuma Kick: This mid-hitting kick starts up so fast that it's essentially unblockable on reaction. In that sense, it can be used like Ryu's Collarbone Breaker to score "free" damage when you're sure your opponent is more worried about low attacks. On hit, it produces just enough frame advantage to link Ken's Super Art. Inazuma Kick has less range than some of Ken's other long-reaching kicks (Forward Step Kick, Thunder Kick, st.HK, cr.HK), making it a close range tool. Up close, the axe-kick animation at the beginning leads to a natural mix-up—opponents aware of Ken's important cl.MK, cr.MK link combo (as well as cr.LK and cr.MK) may hold down-back to block in anticipation and might not block the similar-looking Inazuma Kick on reaction.

If Inazuma Kick Counter Hits a crouching character, or if it strikes an airborne character, it causes a ground bounce after which a juggle combo is possible.

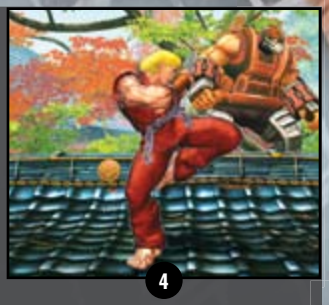


Forward Step Kick: This is tied with Thunder Kick for Ken's longest-reaching non-Special Move. Ken lunges with a toe kick that moves him forward the same distance as a forward dash or slightly more than one character width. This can be used safely from maximum range against most characters. Cross Cancels from blockstun aside, only the fastest attacks can punish Forward Step Kick on block from maximum range. (For example, Ken isn't safe from himself: Shippu Jinraikyaku can punish blocked Forward Step Kick!) Shippu Jinrai Kyaku can be linked after Forward Step Kick on hit, but it's a 1 frame link.

Thunder Kick and Thunder Kick (Feint): Ken steps forward with a big axe-kick overhead that reaches as far as Forward Step Kick. Like Inazuma Kick, this will nail enemies who are preoccupied with Ken's low-hitting options. However, it's just slower than many unique overhead attacks and can be blocked on reaction. This move makes Ken fairly unsafe on block. It deals heavier damage than most overheads, however, and creates a neutral situation on hit. Just like Inazuma Kick, if Thunder Kick Counter Hits a crouching opponent, or if it hits an airborne foe, it causes a ground bounce.

Both Inazuma Kick and Thunder Kick are fast in terms of the reaction time it takes most people to actually block something purposefully. But both of these attacks are slow compared to most mainstay counter pokes. This means that if you use these overheads at the same time that an enemy starts an assault of their own, you are the one who will be Counter Hit. Inazuma Kick and Thunder Kick are only likely to Counter Hit often against more passive enemies who simply react late or poorly to the axe-kick animation. You're more likely to achieve the ground bounce effect they can create after Counter Hit standing HK (see **combo VI**) or by hitting an opponent who tries to jump away when you go for an overhead.





Thunder Kick can be faked just by holding down HK. The beginning of Forward Step Kick and Thunder Kick looks the same, so Thunder Kick (Feint) serves as a catch-all fake for both of them. By the time your opponent realizes you didn't follow through with either forward-lunging kick, you're in range to threaten with either crouching LK, a throw, or an edgy LP Shoryuken in their face.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Target Combo—Cl.MP ▸ st.HP

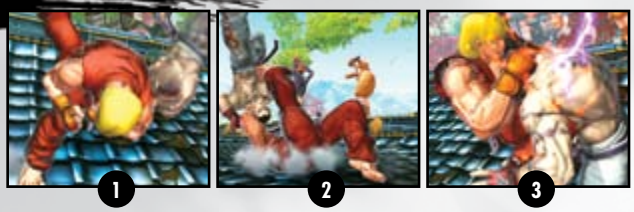
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Ads. on Hit	Adv. on Block	Cancelable	Notes
—		Close standing MP	High	60	7	3	23	-5	-9	SM, EX, SA, CA	Looks like cl.MP
—	Target Combo	Cl.MP ▸ st.HP	High	90	5	3	24	-7	-1	SM, EX, SA, CA	Looks like cl.HP

Target Combo: Just like in *Street Fighter III: Third Strike* and *Street Fighter IV*, Ken can naturally chain into standing HP from cl.MP while still being able to cancel. Note that this Target Combo does not work if you Boost Combo chain from a light normal move into cl.MP first.

The Target Combo is good to use up close after cross-ups and jump-ins or when your opponent expects you to go for a throw and tries to counter with a late poke. On hit or block, there's plenty of time to verify the outcome and modify your follow-up. On hit, canceling into LP Shoryuken or EX Tatsumaki Senpukyaku leads to good damage and juggle opportunities. On block, you can cancel to a Hadoken to push the opponent away or cancel into a Super Charged Tatsumaki Senpukyaku, and then charge cancel dash forward to surprise the blocking foe with a point-blank secondary offense!

Normal Throws

Screen	Name	Command	Damage	Startup	Active	Recovery	Notes
1	Shoulder Throw	⇨ + LP LK (ground)	120	7	2	20	Hard knockdown
2	Hell Wheel	⇦ + LP LK (ground)	130	7	2	20	Hard knockdown
3	Knee Bash	N + LP LK	140	7	2	20	Hard knockdown

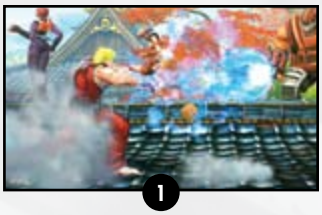


Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Hadoken	⇩⇘⇨ + P	High	60	15	—	34	-4	-9	—	Projectile has 1 hit point
	EX Hadoken	⇩⇘⇨ + P P	High	90	16	—	34	+5	-1	—	Projectile has 2 hit points
2	LK Tatsumaki Senpukyaku	⇩⇙⇦ + LK	1st hit high, other hits crouchable high	50, 30	7	1(4)2(6)2	17	-2	-5	—	Lower body projectile invulnerability frames 7-32, can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art
	MK Tatsumaki Senpukyaku	⇩⇙⇦ + MK	1st hit high, other hits crouchable high	40, 20, 20, 20	7	2(5)2(5) 1(5)2(5)2 (5)1	23	0	-3	—	Lower body projectile invulnerability frames 9-55, can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art
	HK Tatsumaki Senpukyaku	⇩⇙⇦ + HK	1st hit high, other hits crouchable high	40, 20, 20, 20, 20	7	2(6)1(5) 1(5)1(5)1(5) 1(5)2(5)2	24	-1	-4	—	Lower body projectile invulnerability frames 7-63, can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art
	EX Tatsumaki Senpukyaku	⇩⇙⇦ + K K	1st hit high, other hits crouchable high	125	8	2(4)1(3)1 (4)1(4)1(2)1 (4)1(3)1	25	+5	0	—	Lower body projectile invulnerability frames 8-48, can be Super Charged 51 frames for Super Art
	Airborne LK Tatsumaki Senpukyaku	(in air) ⇩⇙⇦ + LK	High	50 per hit	9	1(6)2(6) 2(5)2	Until grounded, then 10 frames recovery	+15	+10	—	—
	Airborne MK Tatsumaki Senpukyaku	(in air) ⇩⇙⇦ + MK	High	60 per hit	8	1(3)2(3)2 (3)1(4)1	Until grounded, then 10 frames recovery	+14	+9	—	—
	Airborne HK Tatsumaki Senpukyaku	(in air) ⇩⇙⇦ + HK	High	70 per hit	7	1(2)1(3) 1(2)1(3)1 (3)1(2)1	Until grouded, then 10 frames recovery	+15	+10	—	—
	Airborne EX Tatsumaki Senpukyaku	⇩⇙⇦ + K K	High	60 per hit	8	1(2)1(2) 1(2)1(2)1 (2)1(1)1	Until grounded, then 3 frames recovery	+25	+17	—	—
3	LP Shoryuken	⇨⇩⇘ + LP	High	80 (50 late)	4	11	23	—	-12	—	Full body invulnerable frames 1-2, lower body invulnerable frames 3-6, airborne frame 7, knocks down
	MP Shoryuken	⇨⇩⇘ + MP	High	80,50	5	14	39	—	-28	—	Full body invulnerable frames 1-7, lower body invulnerable frame 8, airborne frame 9, knocks down
	HP Shoryuken	⇨⇩⇘ + HP	High	80, 50, 20	3	16	40	—	-30	—	Full body invulnerable frames 1-4, lower body invulnerable frames 5-6, airborne frame 7, knocks down
	EX Shoryuken	⇨⇩⇘ + P P	High	100, 40, 30, 10	3	16	51	—	-40	—	Full body invulnerable frames 1-10, airborne frame 8, knocks down

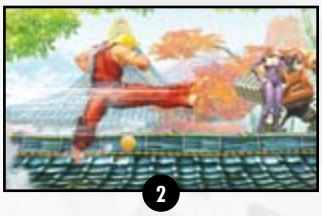
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



Hadoken: Ken's Hadoken releases slower and does less damage than Ryu's, and he recovers from throwing it less quickly than Ryu and Akuma. His EX Hadoken also doesn't knock the opponent down, making it much less valuable for targeting things like aggressive dashes. The slower speed of Ken's startup and recovery on Hadoken make it riskier for you to use projectiles as a fundamental part of his arsenal in comparison to his Ansatsuken contemporaries. If the opponent jumps over one of Ken's projectiles on reaction at mid range, they'll be able to punish him for it—unlike Ryu's opponents, who must worry about suffering a Shoryuken.

Still, it's better to have a projectile than not to have one. Hadokens give Ken something to do at full screen when sizing up the enemy. He can use them to end blockstrings while poking at an opponent in situations where he doesn't have good combo options, like far standing (MP), cr.(MK) ▷ HP Hadoken. And EX Hadoken has a solid niche use—if you have full Cross Gauge and combo into EX Hadoken on a cornered foe, you can link Shippu Jinraikyaku afterward!



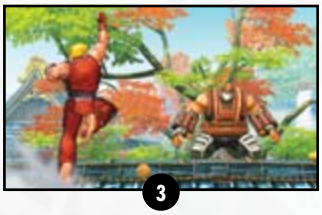
Tatsumaki Senpukyaku: This is Ken's version of the hurricane kick. This attack can be performed on the ground or while jumping and with different purposes.

On the ground, Tatsumaki Senpukyaku causes Ken to travel laterally just off the ground. His lower body is projectile invulnerable, and he'll also pass over crouching characters. Characters who are blocking an active Tatsumaki Senpukyaku can simply hold down to crouch under later parts of it, possibly exposing Ken to retaliation.

Each version of grounded Tatsumaki Senpukyaku starts with a short-range knee that forces standing on hit. This means that a close range Tatsumaki Senpukyaku will always score all the hits. The range on the initial knee is larger for EX Tatsumaki Senpukyaku than regular versions, allowing it to force standing and score all the hits from farther away. When EX Tatsumaki Senpukyaku successfully hits a grounded opponent, it's possible to continue a combo afterward.

When used while jumping, Tatsumaki Senpukyaku causes Ken to fall to earth while hurricane kicking. Depending on when Tatsumaki Senpukyaku is initiated during a jump, Ken's airborne trajectory may be drastically altered. Using Tatsumaki Senpukyaku on the way up gives Ken more loft. Using Tatsumaki Senpukyaku after the apex of Ken's jump arc causes him to travel farther laterally than normal. This can lead to longer range cross-ups than are usually possible. And that's your goal—jumping Tatsumaki Senpukyaku isn't an overhead and can be blocked crouching, so make it confusing by switching sides from unexpected angles. Using Tatsumaki Senpukyaku just after descent begins, or late during jumps, can lead to late cross-ups and surprising multi-hit jump-ins. Airborne EX Tatsumaki Senpukyaku has a greater effect on airborne trajectory and increases the speed of Ken's kick rotation. This means EX Tatsumaki Senpukyaku works as an even better unexpected lateral cross-up and multi-hit jump-in.

Shoryuken: Ken blasts upward with a powerful uppercut. While Ryu has focused his efforts more on perfecting the Hadoken, Ken put all his work into the dragon punch. His mastery is evident in the HP and EX versions—his fist bursts into flame! Every version of Shoryuken is invulnerable initially, but the MP and EX versions are invulnerable the longest. LP Shoryuken hits a single time and does more damage during the first three active frames rather than later on as Ken rises. The other versions are all multi-hitting moves, dealing the most damage on the first hit and less on the juggling follow-ups.



Naturally, Shoryuken's angle makes it a great anti-air, but only if you use it properly—either very early or very late. When you read jump-ins far ahead of time, catch your foe at the apex of their jump arc with LP Shoryuken and you'll be able to juggle them afterward. If they're already on the way down from their jump and attacking, use anti-air with MP Shoryuken. Do it late, just before their deep jump-in hits. MP Shoryuken has the most vertical-aiming hitbox and the longest invulnerable period without spending Cross Gauge. HP Shoryuken can also beat deep jump-ins, but it requires a little more precision. You also risk slipping too far under the opponent and missing, depending on their air position. Learn to perform Shoryukens with the shortcut of ⇩⇘→ + (P) and your anti-air consistency will improve, since a standing state is no longer a part of your Shoryuken motion!

In addition to anti-air duties and use in combos and juggles, Shoryukens are a big part of making Ken's ground game intimidating. Using Ken, you'll probably take a few more risks using LP Shoryukens as pokes or counter pokes than you would with Ryu or Akuma. A random (if you miss) or psychic (when it works!) LP Shoryuken near the opponent is best when you feel they'll use a low attack, such as a sweep or a far-reaching low (MK) poke. You can encourage them to try this often by abusing Forward Step Kick and Inazuma Kick—attacks that leave Ken at a minor disadvantage, tempting the opponent to take back momentum with pokes of their own. In addition to each version of Ken's Shoryuken having varying degrees of total invulnerability, they are all immune to low attacks. As when you land LP Shoryuken as anti-air, nailing the enemy on the ground with LP Shoryuken will allow for a juggle follow-up.

Super Art

Screen	Name	Command	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Shippu Jinraikyaku	⇩⇗⇦ + (K)(K)(K)	300	2	4(16)2(12)2 (10)2(20)2	38	—	-19
Notes								
60 frame cinematic + 12 frame freeze before attack begins, knocks down, invulnerable first 3 frames								



Shippu Jinraikyaku: Ken winds up five lightning-fast kicks at close range. The up-close hit of the very first kick hits in only 2 frames, making this one of the fastest point-blank moves in the game! Ken can use this to punish actions that a lot of characters simply can't. It also means this Super Art can be linked into after any attack that leaves Ken with at least +2 advantage, and it can be inserted easily into just about any combo available. Be careful when using it to finish juggle combos—the fifth and last kick is the one that must hit to trigger the cinematic at the end, so don't juggle with this Super Art too high off the ground.

If you want to get out of a bad spot, don't make a habit of trying to hit opponents with a reversal Shippu Jinraikyaku. If you're going to guess, you may as well use Shoryuken. It won't cost you great meter resources or damage if the enemy blocks and punishes you.

You can get more damage by Switch Canceling out of Ken's EX Tatsumaki Senpukyaku than using his Super Art. See **combo VII**.

Cross Art

Screen	Name	Command	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	—	⇩⇖⇨ + (MP)(MK)	100 (before switching to partner)	8	2(15)2(16)2	42	—	-23
Notes								
59 frame cinematic + 4 frame freeze before attack begins, invulnerable first 9 frames								



Ken unleashes a quick three-kick flurry, but the first kick has to connect in order to trigger the full Cross Art and pass off to Ken's partner. If the first kick somehow whiffs but the other two hit, nothing happens. This Cross Art starter isn't as fast as Ken's Super Art, so you can't link it cold in all the places where Shippu Jinraikyaku works. But you can use this in place of other options anytime you're using cr.(MK). You can cancel into it from cr.(MK) after a link combo on the ground or juggling after landing LP Shoryuken. You can also juggle into this after causing a Counter Hit ground bounce on a crouching opponent using Inazuma Kick or Thunder Kick or after causing a Counter Hit crumple with st.(HK).

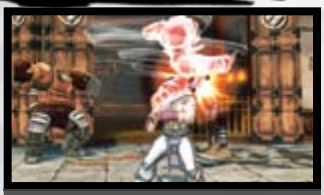
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

OVERVIEW



If you're fortunate enough to land Counter Hit standing HK, verify the crumple and pause briefly before using Thunder Kick to start a ground bounce combo.



The EX version of jumping Tatsumaki Senpukyaku, aimed properly, becomes an extremely confusing cross-up that leads to a combo.

Ken is the most aggressive of the Ansatsuken characters. His crouching LK is active in only 3 frames, but it's short range. His Tatsumaki Senpukyakus hit best up close. His Hadoken isn't the fastest for winning firefights and leaves him wide open at mid range. And he's packing many attacks that move him forward and the invincible Shoryuken as well.

When Ken is far from an opponent, you can safely use Hadoken to stall, negate their incoming projectiles, and build Cross Gauge. If no projectile is imminent and the current opposing character doesn't possess long-reaching, surprising Special Moves, you can also use the opportunity to build meter with charge canceled Tatsumaki Senpukyakus that you prevent from triggering. Backdash cancel out of repeated Super Charging Tatsumaki Senpukyakus and it will just look like you're backdashing. Even if it doesn't seem useful, getting a little Cross Gauge here and there by performing a couple charge canceled backdashes and a Hadoken or two can really add up, especially to a character who benefits from Cross Gauge as much as Ken. Ken is more meter-reliant than most characters because of how much EX Tatsumaki Senpukyaku opens up his game.

Occasionally, you might charge Tatsumaki Senpukyaku to the yellow flash while watching your opponent. If they are foolishly dashing forward, release the charge so EX Tatsumaki Senpukyaku will catch them, then combo after. If your opponent isn't vulnerable, charge cancel with a dash and look to poke with (in order of range) Thunder Kick, st.HK, or Inazuma Kick if there's a chance. However, don't overcommit to the effort just because you managed a Counter Hit charge.

Unless you're working with a big lead and just stalling, move in at some point if the opponent doesn't first. Air Tatsumaki Senpukyakus give Ken a jump-in option from outside the range of any character. Especially, the EX version allows him to threaten with jump-ins or even cross-ups—you can jump from outside the range of even Forward Step Kick and use EX Tatsumaki Senpukyaku just on the way down as a cross-up! By aiming the trajectory of jumping EX Tatsumaki Senpukyakus to dip just past opposing character's heads, you can also produce jump-in EX Tatsumaki Senpukyakus that hit as many as three times before landing—becoming, in effect, Ken's most powerful combo starter—and may even *switch sides* during the multi-hits! For Ken's opponents, this becomes more problematic the bigger the target is!

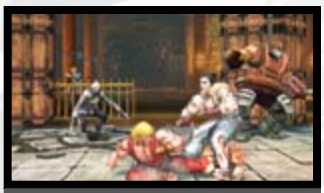
Of course, you won't always have meter to burn on jumping EX Tatsumaki Senpukyakus, and you don't want to be predictable either. Forward Step Kick is a built-in way to dash forward while attacking on the ground. Once at mid range, at roughly the tip of the range of Forward Step Kick, stop using Hadokens unless you're sure the enemy is glued to the floor. This is where opponents will start being tempted to jump forward at you, especially in anticipation of a Hadoken or far standing HK poke. Deter them with LP Shoryuken if they're being too obvious with their jumps or MP Shoryuken to react late when they jump and you don't react immediately. If a foe manages to get on top of you first—from a jump-in that you don't anti-air or by knocking you down then pressing the advantage against your wakeup—use either HP Shoryuken or EX Shoryuken if you're desperate to reverse whatever they plan to do. These versions are active faster than LP and MP Shoryuken, so they'll help Ken blow through smaller gaps in the enemy's pressure. Don't be too predictable, though. There's a fine line between using the threat of reversal HP Shoryuken to make the opponent hesitant to pressure you and simply giving them something to bait you into doing so they can punish you. It's ok to just block sometimes, and cr.LK can also be used to interrupt the enemy's offense without committing yourself as heavily as with a reversal Shoryuken.

When you're in control or working with a mid range neutral game, you can use Forward Step Kick from the tip of its range to poke the opposing character in relative safety. Although it technically leaves Ken at a small disadvantage on block, from maximum range he's safe to most counterattacks. He's also placed in perfect range to follow-up by poking with the tip of cr.MK, cr.HK, or Inazuma Kick. This is also the perfect range to begin aiming cross-ups just on top of or past your foe. Jumping LK and MK are both effective cross-ups that can be performed early or late, and falling Tatsumaki Senpukyakus work as cross-ups at close range, performed slightly later in the jump's downward trajectory. The threat of ambiguous cross-up J.MK and J.LK, along with air Tatsumaki Senpukyakus, will allow you to switch things up and sometimes land jump-in HP from the front. Follow into **combo III** for 399 damage without touching the Cross Gauge!

Point-blank situations will occur if you find a gap through which to simply walk forward and after cross-ups, jump-ins, and against enemies waking up from knockdowns. Ken's crouching LK is one of the game's best normals up close. However, it doesn't result in much damage off a safe, hit-confirmable combo without using a Super Art or Cross Art. LP Shoryuken can be used up close during gaps to contain foes and to punish them severely for trying to mash buttons. Target Combo can be used up close to obtain easily verifiable hits. Target Combo isn't tricky at the beginning and doesn't start with a particularly outstanding close range poke. On block, st.HP does allow for a tricky follow-up by charge canceling from Tatsumaki Senpukyaku into a forward dash. And close standing MK is a crucial poke that is only beneficial up close. This looks a lot like Ken's mid-hitting Inazuma Kick at first, but it's faster and it can be blocked either standing or crouching. And that's the point—if you show the opponent a lot of cl.MK, they will be more inclined to trust crouching block up close, and that will interfere with the opponent's visual cue for when you use Inazuma Kick instead. The delay of Inazuma Kick compared to cl.MK at that point may coax them into hitting buttons too late, which from a crouching position will lead to Inazuma Kick scoring a Counter Hit ground bounce that you can turn into a juggle.



There are many opportunities to nail foes with LP Shoryuken…



…so practice juggling with cr.MK afterward to maximize the damage!

Combo Appendix

Sequence	Notes
⇨⇩⇘ + LP, cr.MK ▷ ⇨⇩⇘ + HP	LP Shoryuken into HP Shoryuken juggle (easier with cr.LK)
⇨⇩⇘ + LP, ⇩⇗⇦ + K K K	Super after LP Shoryuken
St.MP, cr.MK ▷ ⇩⇗⇦ + K K K	Hit confirm into Super Art from far standing MP
Counter Hit cl.HK ▷ ⇩⇗⇦ + K (hold K, forward dash), ⇩⇗⇦ + K K K	Using charge cancel to link Super Art after Counter Hit cl.HK
St.MP, cr.MK ▷ ⇩⇗⇦ + K K	Trial 10; must be far standing MP
J.HK, cl.HK ▷ ⇩⇗⇦ + HK	Trial 11
Cl.MK, cr.MK ▷ ⇩⇘⇨ + P	Trial 12
Cr.LP, cr.LK ▷ ⇨⇩⇘ + HP	Trial 13; must link cr.LK after cr.LP, instead of rapid fire chain canceling
⇨⇩⇘ + LP, ⇨⇩⇘ + HP	Trial 14
Cr.LK ▷ cr.LP ▷ cr.MK ▷ cr.HP ▷ ⇩⇗⇦ + K K	Trial 15
J.LK, cr.LK ▷ cr.LP ▷ st.LP, cr.MK ▷ ⇩⇗⇦ + HK	Trial 16
⇩⇗⇦ + K K, cr.LK ▷ cr.MK ▷ ⇩⇗⇦ + K K K	Trial 17
⇨⇩⇘ + LP, cr.LP, cr.LP, cr.MK ▷ cr.HP ▷ ⇩⇗⇦ + K K	Trial 18; requires cornered target
J.MK, cl.MP ▷ st.HP ▷ ⇨⇩⇘ + LP, cr.MK ▷ ⇩⇗⇦ + K K K	Trial 19
J.HP, cl.HK ▷ ⇩⇘⇨ + P P, cr.LK ▷ cr.MK ▷ ⇩⇘⇨ + P P, cr.MK ▷ ⇩⇗⇦ + K K	Trial 20; requires cornered target

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LK ▷ cr.LP ▷ st.LP, cr.MK ▷ cr.HK

164 damage

This is a much better hit-confirm combo into sweep knockdown than just doing a Boost Combo of cr.LK ▷ cr.MK ▷ cr.HK . The first three hits are simply rapid fire canceled, and then standing LP to crouching MK requires a 2 frame link. Mastery of plinking goes a long way toward making 2 frame links more or less bulletproof. This combo gives you plenty of time to verify whether or not to chain cr.MK into the sweep. If they're blocking, either stop short of cr.MK and go for a different up-close trick or cancel cr.MK into HP Hadoken to reset the situation and score a little meter and chip damage.

If you realize the combo is hitting a standing opponent, then cancel cr.MK into HK Tatsumaki Senpukyaku instead of chaining cr.MK into sweep. This deals a little more damage and sets up a confusing situation for your foe. Just after landing from HK Tatsumaki Senpukyaku, Ken ends up right next to them and at a small disadvantage. Rely on mixing up between the speed of cr.LK (right back into this combo again, if you like!) and the threat of "random" LP Shoryuken to pave the way for throws and Inazamu Kick overheads. If the opposing character has their own 3 frame startup moves that are as fast as Ken's, then finish with MK Tatsumaki Senpukyaku instead. It doesn't leave him quite as close for point-blank mix-ups afterward, but it is neutral on hit.

II. Cr.LK ▷ cl.LP, ⇨⇩⇘ + HP

180 damage

This hit-confirmable combo is a good way to capitalize on the unsurpassed speed of Ken's crouching LK . Start this combo up close, so you can chain into close standing LP after the initial crouching LK . This combo is like similar combos into Shoryuken from *Street Fighter IV*. You must link the Special Move at the end here rather than the normal combo process of linking into normals that are then canceled into Specials. That's because normals that are rapid-fire canceled cannot be Special canceled.

If cr.LK ▷ cl.LP is guarded, you're in position to threaten with a throw attempt, Inazuma Kick, or to just block and wait for the enemy to reverse with something unsafe, which you can then punish.

III. Cl.MP ▷ st.HP ▷ ⇨⇩⇘ + LP, cr.MK ▷ ⇨⇩⇘ + HP

346 damage

From a Target Combo that connects point-blank, cancel the second hit into LP Shoryuken, then juggle with crouching MK into HP Shoryuken just before they land. If you have Cross Gauge to burn, replace HP Shoryuken with Shippu Jinraikyaku for 465 damage.

The Target Combo pushes to LP Shoryuken pushes them too far for naked HP Shoryuken or cr.LK ▷ etc. to combo outside of the corner, and the juggle with crouching MK requires precise timing, so learn to plink cr.MK if you're using this consistently. For an alternative to the crouching MK ▷ HP Shoryuken juggle midscreen, juggle with immediate EX Shoryuken for 340 damage.

IV. Cl.MK, cr.MK ▷ ⇨⇩⇘ + HP

240 damage

Close standing MK is the normal that leaves Ken with the greatest frame advantage afterward on hit, allowing for an easy link into crouching MK , which is then canceled into HP Shoryuken. This is the combo to use when you don't want to burn meter on EX Tatsumaki Senpukyaku.

It's important to make cl.MK a part of your point-blank footwork game because it looks so similar to Inazuma Kick while being much faster and because of the advantage when blocked. You get less damage than starting point-blank combos with Target Combo, but you get more options because your situation if the first hit is blocked is better. You should have plenty of time to verify if close standing MK connected successfully as you input cr.MK for the link afterward. If the opponent is blocking, of course, do not perform the HP Shoryuken follow-up. Instead, either cancel into Hadoken or cancel into a Super Charging Tatsumaki Senpukyaku. Then, either backdash to reset the situation or hold to Super Charge to wait for what happens. The frame advantage on block creates a natural frame trap, so the only thing that should squeeze through blocked cl.MK to cr.MK are invulnerable reversals.

If you're worried about missing the link and getting cr.MK ▷ HP Shoryuken blocked, you can simply link cr.MK ▷ cr.HK for a sweep knockdown and some momentum. Or, to hand over a Cross Rush to Ken's partner, you can link cr.MK ▷ st.HK ▷ HP /HK .

V. Cl.MP ▷ st.HP ▷ ⇩⇙⇦ + K K, ⇨⇩⇘ + LP, cr.MK ▷ ⇨⇩⇘ + HP

417 damage, one block

With meter, you can add force to a lot of Ken's combos against grounded opponents by inserting EX Tatsumaki Senpukyaku when possible, then linking more hits afterward. You must be hitting a combo against a character who is already standing or using a move that forces them to stand, like Target Combo, cr.HP , or the up-close first hit of EX Tatsumaki Senpukyaku itself. (For example, cl.MK , cr.MK ▷ EX Tatsumaki Senpukyaku works, because Ken is still close enough for the EX Tatsumaki Senpukyaku to force the foe to their feet).

You will always be able to link after EX Tatsumaki Senpukyaku. The only thing that might throw off your timing is that, in certain situations, it might hit four times instead of five. Just perform LP Shoryuken as soon as you can upon landing from the hurricane kick. For an alternative, you can also land and link cr.LK . You can Boost Combo off cr.LK right back to another EX Tatsumaki Senpukyaku —such as with cr.LK ▷ cr.MK ▷ cr.HP ▷ EX Tatsumaki Senpukyaku, which you can loop as long as Ken has Cross Gauge left for more EX hurricanes! You can also Boost Combo from cr.LK into a Cross Rush Launcher, bringing Ken's partner in to finish off the combo.

If you want to go all-in with Cross Gauge, perform the listed combo, then replace the final HP Shoryuken Juggle with Ken's Super Art for 533 damage! Don't do this into corners, though, because Ken will often slip under the opponent's floating body with the last hit of the Super, which is the hit that actually triggers the cinematic.

VI. Counter Hit st.HK, walk forward a step, ⇨ + HK, cl.HK ▷ ⇨⇩⇘ + MP

375 damage

Ken's standing HK is not only a solid poke, but it also crumples the enemy on Counter Hit. This also counts if you Super Charge a Tatsumaki Senpukyaku to the yellow flash and then charge cancel dash out of it. Make your next poke standing HK and, if it hits, you'll get the crumple if it's Counter Hit or not, thanks to the charge cancel bonus. Train yourself to pay attention to whether they crumple after your st.HK poke right away so that you don't pass up an opportunity for significant meterless damage by doing something else on autopilot! Take a step forward while the target starts to crumple so that Thunder Kick strikes them during the airborne part of the crumple. This generates a ground bounce that allows you to finish the juggle afterward. If you hit them too early during the crumple, they'll enter grounded hitstun, ruining the combo.

VII. Various starters, ⇩⇙⇦ + K K ▷ MP MK, full jump-in combo with partner into Switch Cancel or Launcher back to Ken, cl.HK ▷ ⇨⇩⇘ + HP

Varies, 2 blocks

Using EX Tatsumaki Senpukyaku on grounded targets can set up devastating tag combos. Use a hit confirm combo like Target Combo or cl.MK , cr.MK into EX Tatsumaki Senpukyaku then Switch Cancel immediately. Jump forward while Ken finishes his EX hurricane kick and you'll get a clean jump-in combo with your other character. Perform a ground Boost Combo into Cross Rush (decent) or a link combo into manual Launcher (better) to get Ken right back out there to finish his own juggle. Yeah, this costs two blocks of Cross Gauge, but so does a Super Art. Just about any variation of this sequence will do more damage than Shippu Jinraikyaku used in the same place.

The only reason not to use a combo like this is if Ken has taken recoverable damage. Switch Canceling out in a combo then Launching him right back in will erase all that potential health. So it's fine, and often prudent, to just finish with the best juggle of Ken's partner, rather than switching him back in.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

M. Bison

Never-Ending Nightmare

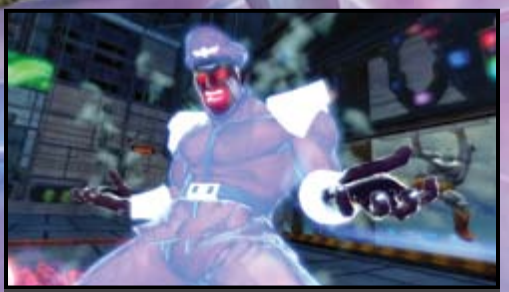
The leader of Shadaloo, he has crossed paths with Ryu and and his acquaintances numerous times in fierce battles. He utilizes Psycho Power, which is fueled by hatred and evil, and has sent many innocent people to an early demise. As a fighter he possesses overwhelming power and ability, and is often called a devil in disguise. In his journey for world conquest, he heads to the South Pole in search of Pandora, and its potential power.

Win Comment 1: Mua ha ha! How did it feel to be squashed by such overwhelming power!
Win Comment 2: You should feel honored that I would even waste my time dealing with trash like you!
Win Comment 3: Waste of flesh!


Color 1


Color 2


Blood & Anguish


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



WASTE OF FLESH!



DATA ARSENAL

Vitality	1000
Forward Dash Duration	17 frames
Backdash Duration	8 frames invulnerability, 10 frames airborne, 8 frames grounded (26 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	39 frames (39 frames)
Diagonal Jump (and High Jump) Duration	39 frames (39 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	5	2	13	+2	-2	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
2	Standing MP	High	60	8	3	13	+7	+1	SM, EX, SA, CA	—
3	Standing HP	High	90	8	3	25	-3	-7	SM, EX, SA, CA	—
4	Standing LK	High	30	4	2	10	+5	+1	—	—
5	Standing MK	High	60	6	3	17	+1	-3	—	—
6	Standing HK	High	90	6	3	20	+2	-3	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing close LP	High	30	6	2	9	+6	+2	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
2	Standing close MP	High	60	7	3	13	+5	+1	SM, EX, SA, CA	—
3	Standing close HP	High	90	7	3	18	+5	-1	SM, EX, SA, CA	Forces standing on hit
4	Standing close LK	High	30	3	2	8	+7	+3	SM, EX, SA, CA	—
5	Standing close MK	High	60	7	3	11	+7	+3	—	—
6	Standing close HK	High	90	6	3	19	+3	-2	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	2	10	+5	+1	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
2	Crouching MP	High	60	7	3	13	+5	+1	SM, EX, SA, CA	—
3	Crouching HP	High	90	11	4	18	+4	-4	—	Forces standing on hit
4	Crouching LK	Low	30	4	2	10	+5	+1	SM, EX, SA, CA	—
5	Crouching MK	Low	60	5	4	15	+2	-2	SM, EX, SA, CA	—
6	Crouching HK	Low	90	15	12	20	Hard knockdown	-12	—	—



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ HP + HK (while blocking)	High	120	15	22	18	Hard knockdown	-15
Notes								
Similar to EX Psycho Crusher, full body invulnerability frames 1-17								



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	6	2	Until grounded, 4 frames landing	+12	+4	—	—
2	Vertical jumping MP	Mid	70	7	6	Until grounded, 4 frames landing	+16	+5	—	—
3	Vertical jumping HP	Mid	100	6	8	Until grounded, 4 frames landing	+20	+8	—	—
4	Vertical jumping LK	Mid	40	6	14	Until grounded, 4 frames landing	+12	+4	—	—
5	Vertical jumping MK	Mid	70	7	10	Until grounded, 4 frames landing	+16	+5	—	—
6	Vertical jumping HK	Mid	100	6	10	Until grounded, 4 frames landing	+20	+8	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	6	7	Until grounded, 4 frames landing	+12	+4	—	—
2	Diagonal jumping MP	Mid	70	7	3	Until grounded, 4 frames landing	+16	+5	—	—
3	Diagonal jumping HP	Mid	100	8	8	Until grounded, 4 frames landing	+20	+8	—	—
4	Diagonal jumping LK	Mid	40	5	7	Until grounded, 4 frames landing	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	6	14	Until grounded, 4 frames landing	+16	+5	—	—
6	Diagonal jumping HK	Mid	100	7	6	Until grounded, 4 frames landing	+20	+8	—	—



Hell Attack

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Diagonal jumping MP	Mid	70	7	3	Until grounded, 4 frames landing	+16	+5	—	Input MP after frame 7 for follow-up attack, knockdown on airborne foes
1	Hell Attack	Diagonal jumping MP ▷ MP	Mid	70	6	4	Until grounded, 4 frames landing	+16	+5	—	Knockdown on airborne foes

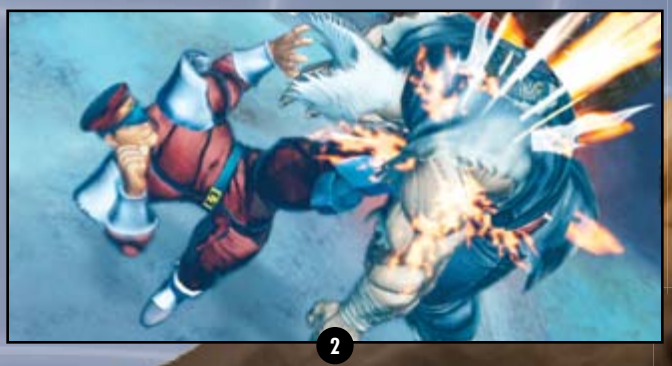


Hell Attack: This is a two-fold punch attack performed only during diagonal jumps. It causes a knockdown against aerial opponents, which can be followed with a juggle (see **combo III**). Due to its high damage potential, Hell Attack is a solid anti-air attack if timed early against an anticipated jump-in. M. Bison's own jump-ins are better handled with J.MK or J.HK.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Deadly Throw	⇨ or N + LP LK	Throw	150	7	2	20	Hard knockdown
2	Death Tower	⇦ + LP LK	Throw	140	7	2	20	Hard knockdown



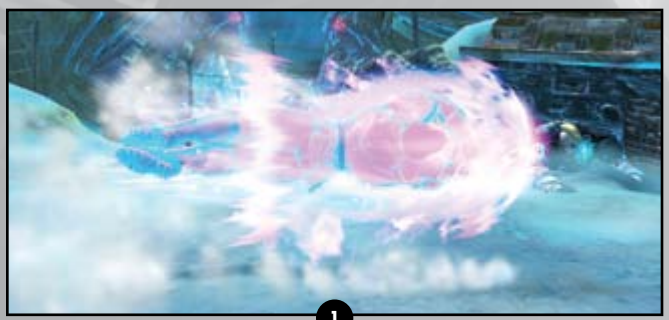


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

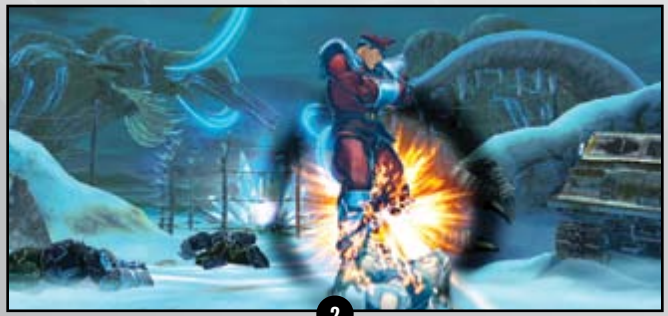
From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Psycho Crusher	⇦ (charge)⇨ + LP	High	120	15	23	18	Knockdown	-7	—	Airborne frames 15-48
	MP Psycho Crusher	⇦ (charge)⇨ + MP	High	130	15	27	22	Knockdown	-13	—	Airborne frames 15-52
	HP Psycho Crusher	⇦ (charge)⇨ + HP	High	140	15	33	22	Knockdown	-16	—	Airborne frames 15-58
	EX Psycho Crusher	⇦ (charge)⇨ + P P	High	75 x 2	16	23	18	Knockdown	-15	—	Full body invulnerability frames 1-15, airborne frames 16-49, absorbs 1 projectile hit
2	Head Press	⇩ (charge)⇧ + K	Mid	140	23-36	Until grounded	16 landing	-22	-26	—	Homes to foe's position, knockdown on airborne foe, airborne on frame 1
	EX Head Press	⇩ (charge)⇧ + K K	Mid	160	24-36	Until grounded	16 landing	Hard knockdown	-26	—	Full body invulnerability from startup until active, homes to foe's position, airborne frame 1
3	Somersault Skull Diver	(during Head Press) P	Mid	80	8	3	Until grounded, 8 frames landing	+18	+15	—	Input P 32-86 frames after Head Press hit or block to execute attack
	EX Somersault Skull Diver	(during Head Press) P P	Mid	60 x 2	8	3	Until grounded, 8 frames landing	+18	+15	—	Input P P 32-86 frames after Head Press hit or block to execute attack, full body invulnerability frames 1-10
4	Devil Reverse	⇩ (charge)⇧ + P	—	—	—	—	49	—	—	—	Homes to foe's position, input P between frames 13-40 for follow-up attack
	EX Devil Reverse	⇩ (charge)⇧ + P P	—	—	—	—	49	—	—	—	Full body invulnerability frames 1-14, homes to foe's position, input P P between frames 13-40 for follow-up attack
5	Devil Reverse (follow-up)	(during Devil Reverse) P	Mid	70	35	Until grounded	16 landing	Hard knockdown	+1	—	Alter position of attack with ⇦ and ⇨, airborne frame 1
	EX Devil Reverse (follow-up)	(during Devil Reverse) P P	Mid	50, 50	35	Until grounded	16 landing	Hard knockdown	+1	—	Invulnerable frames 1-grounded/hit/block, alter position of attack with ⇦ and ⇨, airborne frame 1
6	Bison Warp	⇨⇩⇘ or ⇦⇩⇗ + P P P or K K K	—	—	—	—	43	—	—	—	Invulnerable frames 1-30
7	LK Double Knee Press	⇦ (charge)⇨ + LK	High	60, 40	11	2(1)4	20	Knockdown	-2	—	Can be Super Charged: 51 frames for EX version, 100 frames for Super Arts, airborne frames 13-17
	MK Double Knee Press	⇦ (charge)⇨ + MK	High	50, 20	17	2(1)4	23	Knockdown	-5	—	Can be Super Charged: 51 frames for EX version, 100 frames for Super Arts, airborne frames 19-23
	HK Double Knee Press	⇦ (charge)⇨ + HK	High	50, 30	21	2(1)4	22	Knockdown	-6	—	Can be Super Charged: 51 frames for EX version, 100 frames for Super Arts, airborne frames 23-27
	EX Double Knee Press	⇦ (charge)⇨ + K K	High, Low	25 x 4, 50	15	2(1)2(11) 4(7)18	30	Hard knockdown	-31	—	Full body projectile invulnerability frames 1-38, can be Super Charged: 51 frames to perform Super Arts, airborne frames 17-21



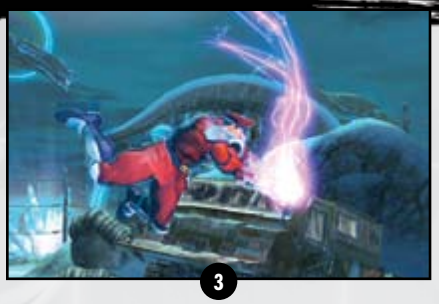
Psycho Crusher: M. Bison flies forward with a torpedo-like attack. Its damage and distance is dependent upon the attack strength used, with HP Psycho Crusher doing the most damage and traveling the farthest. It is best used for combos or for cross-ups on wakeup, since it is unsafe if blocked. M. Bison's hitbox during EX Psycho Crusher is actually two projectiles next to each other, giving it the ability to absorb one hit of a projectile. It is also invulnerable on startup, making it usable as a reversal on wakeup or during poorly timed blockstrings.



Head Press: M. Bison leaps into the air, targeting his opponent for a head stomp. The tracking on this move is based on the opponent's position the moment the move is performed, so it can easily be dodged and punished by opponents who walk forward or backward while M. Bison is in the air or who use a Special Move to change their position as M. Bison descends. Nevertheless, Head Press will home in on an opponent's position and can even catch a character mid-air if done in anticipation to a jump. EX Head Press is invulnerable on startup, making it usable as a reversal and a way to score a hard knockdown. After Head Press makes contact, M. Bison's aerial trajectory can be changed with ⇦ to land at a safe distance or ⇨ to position him for Somersault Skull Diver.

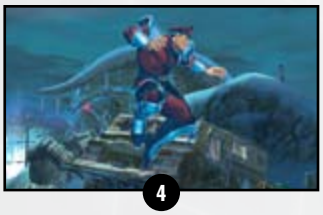
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

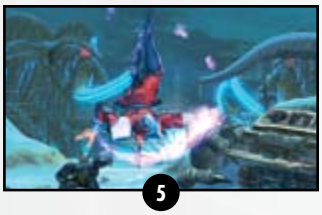
From the Library of Chris Miller



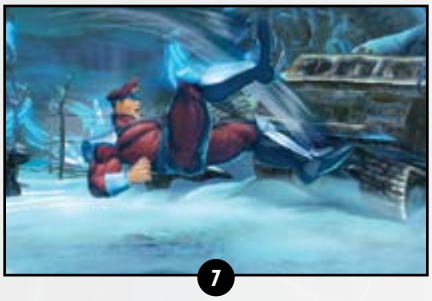
Somersault Skull Diver: This attack is performed with P while descending from Head Press' recovery. Opponents attempting to give chase after blocking or being hit by Head Press can be surprised with Somersault Skull Diver, which can be followed by a Boost Rush on hit. It also causes a significant amount of blockstun and can be followed with offensive pressure on block. EX Somersault Skull Diver is invulnerable on startup and while active, and it can be used to counter opponents attempting to counter it with a reversal.

Devil Reverse: M. Bison leaps into the air then changes his trajectory before falling with a chop attack. Performing ↓ (charge)↑ causes M. Bison to leap toward his opponent with the same homing effect as Head Press, although performing this by itself will cause M. Bison to simply land next to his opponent. Pressing P again while in the air causes M. Bison to transition into the follow-up attack. While M. Bison descends with the attack, your trajectory can be controlled with ← and →. Holding ← will cause him to land at a relatively safe range. Holding → will cause him to land on top of an opponent with the attack (see **combo IV**). EX Devil Reverse is invulnerable on startup and can be used to escape wakeup situations. EX Devil Reverse follow-up attack is invulnerable as well and can be used to counter opponents attempting to counter the follow-up attack. Both Devil Reverse and the follow-up attack build Cross Gauge when performed, so this attack can be used at maximum range to build meter.









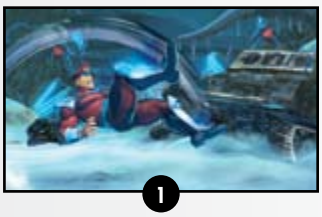
Double Knee Press: M. Bison performs a two-hit kick attack. The distance traveled, damage, and hitstun/blockstun of Double Knee Press changes depending on the attack strength used. LK Double Knee Press starts up considerably faster than the other versions and is safe on block, making it ideal for offensive pressure. MK Double Knee Press is slower, requires a Special Move-cancelable medium strength attack or higher to combo, and can be followed with cr.MP on hit to juggle. HK Double Knee Press is even slower, but it travels the farthest, deals the most damage, and can also be followed with cr.MP on hit to juggle. EX Double Knee Press has a window of projectile invulnerability and can be used to pass through and punish projectiles midscreen.

Double Knee Press sees heavy use in M. Bison's combos and offensive pressure. It can be performed with a motion of ← (charge)]→ ↗ + K to get a head start on charging the next Special Move. Using this technique with LK Double Knee Press allows you to charge and perform them one after another, making for heavy pressure and chip damage. Double Knee Press is also airborne for a short period of time and can be used to counter low attacks if timed correctly. LK Double Knee Press is safe if blocked, but all other versions are unsafe.

Bison Warp: M. Bison performs a teleport that causes him to reappear in different positions depending on the input. Using → ↓ ↖ causes M. Bison to reappear at close range, P P P causes him to reappear behind his opponent, and K K K causes him to reappear in front. These can be used to avoid slow-recovering attacks or projectiles while still being in range to punish. Using ← ↓ ↗ causes M. Bison to travel backward, with P P P repositioning him about two character lengths backward and K K K causing him to teleport to the back of the screen's edge. M. Bison is vulnerable for 13 frames after reappearing, so this Special Move can be punished with an option select or by anticipating and reacting accordingly. Therefore, Bison Warp should not be abused.

Super Art

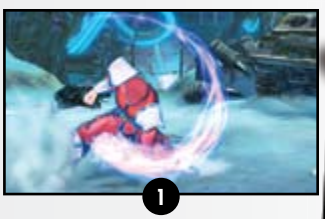
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Knee Press Nightmare	← (charge)→ + K K K	High	25 x 3, 50 x 2, 20 x 5, 50	13	(1)2(11) 4(2)2	27	Hard knockdown	-10
Notes									
65 frame cinematic freeze before attack begins, full body invulnerability frames 1-11									



Knee Press Nightmare: M. Bison performs an attack similar to Double Knee Press that instead transitions into a cinematic series of kick attacks if connected. It is invulnerable on startup and can be used as a reversal or as a combo ender when substituted for HP Psycho Crusher. Use this attack only if you are sure it will connect. This move is unsafe if blocked.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓ ↖ → + MP MK	High	20, 40 x 2	9	2	47	—	-27
Notes								
63 frame cinematic freeze before attack begins, full body invulnerability frames 1-9								



M. Bison performs a variation of Psycho Punisher (his Ultra II from *Super Street Fighter* IV) before handing off the opponent to his partner. This attack is unique to M. Bison since it does not require a charge to perform. This attack is best used in combos. Performing it as a reversal can possibly cost all your Cross Gauge and a hefty punish afterwards if your opponent doesn't fall for it.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

OVERVIEW



Correct! In ***combo III***, time cl.MP early so that your opponent lands on it, which keeps them high enough to juggle with st.HP afterwards.



Wrong! Waiting until your opponent is near the ground to catch with cl.MP will cause st.HP to whiff afterwards.

The first thing to learn when playing M. Bison is to maintain a charge, which is important to his offensive pressure. Charging with ↗ while grounded allows you to charge ↓ and ← simultaneously while maintaining your position in low guard. When jumping, you should be holding ↗ the moment you leave the ground so that you can have Double Knee Press charged for **combo I** or **II**. Holding ↗ in the air doesn't affect any of M. Bison's aerial attacks, so it should be second nature to charge while jumping. Hold ↗ as soon as you are put into a hard knockdown state as well, which gives you the option of waking up with a reversal Devil Reverse or Head Press.

The easiest way to approach with M. Bison is by dashing. M. Bison's dash is extremely quick and travels a significant distance, allowing him to traverse the screen into st.MK range in an instant using only two dashes. His walk speed serves him well in approaching, allowing you to walk forward and push through with st.MK and st.HK to force your opponent into the corner. Getting a feel for M. Bison's jump is important as well, since it floats more than other characters' jumps. You can also use Bison Warp to approach, though this is risky and is best used to punish slow-recovering attacks from long range (such as projectiles).

If you have the life lead, you can perform Devil Reverse feints at long range as a way to build meter, goad your opponent into approaching, and threaten your opponent's approach. Hold ↗ after the second P input as a way to retreat back into position while simultaneously charging for Double Knee Press or another Devil Reverse. Opponents might become more inclined to approach after two or three whiffed Devil Reverses, in which case you can mix-up with Devil Reverse while holding → , EX Devil Reverse follow-up, or Head Press. The safest thing to do, however, is to stop performing Devil Reverse and counter your opponent's approach with st.MK and st.HK .

M. Bison's main pokes at mid range are st.MK and st.HK . St.MK does less damage than st.HK but cannot be crouched under. St.HK does more damage of the two but can be crouched at mid range. Both can be used to poke opponents into the corner as well as punish any whiffed poke attempts. After learning the distance of your opponent's best pokes, dance inside and outside of that range to bait out the poke, then punish with st.HK if possible, otherwise st.MK works as well. You can also surprise opponents with cr.HK , which is safe if performed at the maximum range possible. Keeping your ground game solid with st.MK , st.HK , and LK Double Knee Press can cause your opponent to change their gameplan, and you can respond by mixing your pokes with dash into cr.LK , dash into throw, jumping J.HP , and cross-up J.MK . M. Bison's dash is fast: opponents expecting st.MK or st.HK can be surprised by dashing in and mixing between **combo I** or a throw. With a good read, you can score heavy damage by jumping in with J.HP into **combo II**, which is especially useful against projectiles and slow attacks. A strong ground game can also cause your opponent to attempt a jump-in, which can be anticipated and countered with J.MP ▷ MP (Hell Attack) into the rest of **combo III** or with st.HK on reaction. Opponents attempting to throw projectiles at mid range can be countered with EX Double Knee Press, which is full body projectile invulnerable through the majority of its duration.

At close range, cr.LK is one of M. Bison's most effective attacks. It starts up in 4 frames, reaches twice as far as cr.LP , and creates enough hitstun to be linked into itself or cr.MK . You can use the beginning of **combo I** to hit-confirm and cancel cr.MK into LK Double Knee Press on block for safe pressure, wall carry, and to keep within close range. Or you can opt to stop the confirm at the second cr.LK , then walk forward and mix between cr.LK or a throw. Timing cr.LK after walking forward to frame trap is important to catch opponents trying to counter-poke or crouch tech the throw. As a convenience, you can use cr.LK , cr.LK , cr.LK ▷ ← (charge)→ + LK (154 damage) for a combo that does not require confirmation because it is safe on block. Furthermore, you can complete the entire hit-confirm sequence of cr.LK , cr.LK , cr.MK and then mix between LK Double Knee Press for pressure and chip damage, st.MK to poke, or st.HK to stop jumps. Another trap to utilize at close range is poking with cr.LK , cr.LK , walking backwards slightly, then performing cr.MP ▷ ← (charge)→ + LK .

You can also use charge canceling in conjunction with the cr.LK , cr.LK , cr.MK hit-confirm. On block, perform the link and cancel cr.MK into ← (charge)→ + LK (charge). From here, you can perform a backdash cancel with ← ← and reposition into st.MK poking range. Or you can perform a dash cancel with → → to get back into point-blank range and mix between cr.LK or throw, even though an opponent can interrupt with a reversal if it's anticipated. You can also hold LK for a short moment, then release for a delayed LK Double Knee Press, which can be used as a frame trap against opponents anticipating the dash cancel.

It is beneficial to train yourself to always perform Double Knee Press with a motion of ← (charge)→ ← + K . You get a head start on your next charge by doing so, which is especially useful for LK Double Knee Press pressure. By charging early with the modified motion, you can perform pressure strings of LK Double Knee Press, cr.LK into another LK Knee Press, or even multiple LK Double Knee Presses consecutively. It can also help with juggle combos involving MK Double Knee Press, but it is not necessary in this scenario.

Your best defense on wakeup is to block until you can regain control of the match while stopping throw attempts with a crouch tech of ↗ + LP LK , which is particularly good for M. Bison because of the utility of cr.LK . EX Head Press, EX Devil Reverse, and Bison Warp are invulnerable reversals that you can use to escape on wakeup. But many characters have ways to punish each of these escape attempts, possibly putting you back into a hard knockdown. EX Psycho Crusher can also be used as a reversal on wakeup due to its full body invulnerability on startup, but it takes 16 frames to start and is punishable by certain attacks. Your best anti-air choices are st.HK , which can be done on reaction, or J.MP ▷ MP (Hell Attack), which can be performed as an early anti-air attack if anticipated. Cr.HP can also be used as anti-air, though it must be done early due to its startup.

On an opponent's wakeup, you can ambiguously cross-up with J.MK . It can be used as a cross-up or fake cross-up depending on the position in which you jump, which creates a 50/50 blocking game for your opponent. This is a powerful tactic to use after connecting with a forward or back throw, both of which yield enough time to set up a cross-up J.MK . You can also set up an offense with meaty cr.MK , which can be linked into cr.LK , cr.MK for **combo I**. You can harass your opponent during their wakeup by mixing between Head Press, Somersault Skull Diver, and Devil Reverse. Head Press performed as a meaty attack can be difficult for opponents to deal with depending on the character. Some reversals cannot counter this (such as Ryu's Shoryuken) while others will beat it clean (such as Chun Li's EX Spinning Bird Kick). You can use Somersault Skull Diver and Devil Reverse to confuse or fake out the opponent on wakeup, occasionally mixing with EX Somersault Skull Diver and EX Devil Reverse (the attack, not the jump) to stop reversals. You can also perform Psycho Crusher on an opponent's wakeup as a meaty cross-up, hitting with the back of the torpedo. These tactics lose their effectiveness if abused. Your most solid options on an opponent's wakeup are going for cross-up j.MK or ground pressure with cr.LK and cr.MK .



Cross-up your opponent on wakeup with a meaty Psycho Crusher, hitting with the back end.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LK, cr.LK, cr.MK ▷ ⇦ (charge)⇨ + MK, cr.MP ▷ ⇦ (charge)⇨ + HP

263 damage

This is a bread and butter combo that begins with a link of cr.LK, cr.LK, cr.MK. This link is important because it gives just enough time to charge ⇦ for Double Knee Press without any pre-charging. This means you can use this combo even while walking forward so long as you use ⇗ + LK rather than ⇩ + LK. Cr.LK to cr.MK is a 1 frame link, but this can be made easier with pinking, and doing the entire link rhythmically (that is, using the same timing from cr.LK to cr.MK as cr.LK to cr.LK) can help execute it. After ⇦ (charge)⇨ + MK, you have just enough time to juggle with cr.MP ▷ ⇦ (charge)⇨ + HP. You should begin to charge ⇦ immediately after MK Double Knee Press to ensure you have enough time to charge HP Psycho Crusher. You can also buffer a charge for HP Psycho Crusher by performing MK Double Knee Press with an input of ⇦ (charge)⇨⇦ + MK, though it is not necessary for this combo.

Performing this combo as quickly as possible might cause you to be 1 or 2 frames short of the charge time required. Therefore, you must cancel cr.MK into ⇦ (charge)⇨ + MK as late as possible to make sure your charge is sufficient. If you start this combo off a dash, you can already begin holding ⇗ during the dash to guarantee you've charged ⇦ long enough by the combo's end.

The end of this combo can be modified in several ways. You can substitute ⇦ (charge)⇨ + HP with ⇦ (charge)⇨ + K K K for 401 damage, 2 blocks required, and this holds true for any combos that end in HP Psycho Crusher. If you prefer having a sweep knockdown for setups on an opponent's wakeup, you can end the combo with cr.MP ▷ cr.HK (225 damage). In the corner, you can juggle after ⇦ (charge)⇨ + MK with cr.LP, cl.MP, cl.HP ▷ ⇦ (charge)⇨ + HP (283 damage, requires corner). If your opponent blocks the initial link, you can cancel cr.MK into ⇦ (charge)⇨ + LK for safe pressure.

II. J.HP, cl.HP ▷ ⇦ (charge)⇨ + HK, cr.MP ▷ ⇦ (charge)⇨ + HP

380 damage

This combo is designed to maximize damage off a clean jump-in. Cl.HP causes enough hitstun to allow HK Double Knee Press to combo, which is the most powerful version of the move. Begin holding ⇦ as soon as you jump, ensuring sufficient charge time for HK Double Knee Press. Afterward, the juggle continues similarly to **combo I**, complete with the sweep knockdown, Super Art, and corner-optional enders. Ending this combo with Knee Press Nightmare does 521 damage, 2 blocks required.

III. J.MP ▷ J.MP, cl.MP, st.HP ▷ ⇦ (charge)⇨ + HP

335 damage

This combo can be used after performing Hell Attack in an air-to-air situation. As with all jumps, you should already be holding ⇗ while in the air to charge Special Moves (HP Psycho Crusher in this case). After landing from Hell Attack, use cl.MP as a meaty attack for your opponent to land on instead of performing it as they descend in front of you. This puts your opponent at the highest altitude possible to allow ample time to continue the juggle with st.HP ▷ ⇦ (charge)⇨ ▷ HP.

IV. ⇩(charge)⇧ + P ▷ P, cr.MP, st.MK ▷ cr.HK

222 damage

This combo takes advantage of the juggle opportunity after a successful Devil Reverse follow-up. The position in which Devil Reverse follow-up is connected will dictate how much of this combo you can hit with, although cr.MP, st.MK ▷ cr.HK will work most of the time. For situations where Devil Reverse follow-up hits at the longest range possible, you can modify this combo by walking forward slightly after landing and performing st.MK ▷ cr.HK for a total damage of 180. Connecting with Devil Reverse follow-up at close range allows you to juggle longer, with as much as cl.MP, st.MP, st.MK ▷ cr.HK being possible (258 damage).

V. (After a Tag or Switch Cancel) Cl.MP, st.HP ▷ ⇦ (charge)⇨ + HP

Damage varies due to scaling

This combo can be used after a partner's Launcher or Switch Cancel. Charging ⇦ as soon as M. Bison is tagged in will ensure you've charged long enough for ⇦ (charge)⇨ + HP. Perform cl.MP meaty so that the opponent falls into it, then juggle with st.HP ▷ ⇦ (charge)⇨ + HP.

Combo Appendix

Sequence	Notes
Cr.LK, cr.LK, cr.LK ▷ ⇦ (charge)⇨ + LK	—
Cl.MK, st.MK	Trial 8
Cl.MP, cr.MK	Trial 9
Cl.HP, cr.LK	Trial 10
J.HK, cr.MP ▷ ⇦ (charge)⇨ + P	Trial 11
Cr.LK, cr.LK, cr.LK, cr.LK ▷ ⇦ (charge)⇨ + LK	Trial 12
J.HK, cl.HP, cr.LK ▷ ⇦ (charge)⇨ + K K	Trial 13
⇩ (charge)⇧ + P ▷ P ▷ P, st.MK ▷ cr.HK	Trial 14
J.MP ▷ MP, cl.MP, st.HP ▷ ⇦ (charge)⇨ + P	Trial 15
Cl.LP, cl.LP, st.LK ▷ st.MK ▷ st.HK	Trial 16
⇦ (charge)⇨ + P P, ⇦ (charge)⇨ + K K K	Trial 17; requires full screen
J.HK, cr.LK, cr.LK, cr.MK ▷ ⇦ (charge)⇨ + LK	Trial 18
J.HP, cl.HP ▷ ⇦ (charge)⇨ + HK, cr.MP ▷ st.HP ▷ ⇦ (charge)⇨ + K K K	Trial 19
J.MK, cr.LP, cl.LP, st.LK, cr.LK ▷ cr.MP ▷ st.HP + ⇦ (charge)⇨ + P P	Trial 20

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Poison

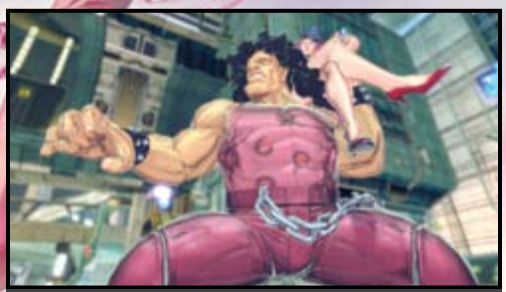
Graceful, Sexy & Cool

A former member of the Mad Gear crime syndicate. She is constantly at odds with her partner Hugo, although the two seem to get along just fine regardless. This finely curved woman doesn't always look this good. Poison heads for Antarctica to meet up with the media who have gathered there, in order to show off her assets.

Win Comment 1: I'm done playing with you. Time to hit the showers!
Win Comment 2: It's a little too early for you to be on your back already.
Win Comment 3: Aw, poor baby… Want me to kiss it and make it all better?


Color 1


Color 2


Pink Monster Ball

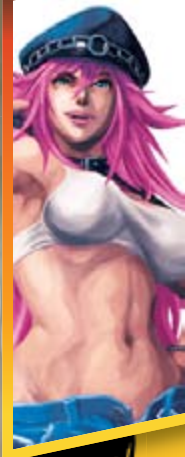

Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



IT'S A LITTLE TOO EARLY FOR YOU TO BE ON YOUR BACK ALREADY.



DATA ARSENAL

Vitality	950
Forward Dash Duration	14 frames
Backdash Duration	Invulnerable frames 1-8, airborne frames 6-18, grounded frames 19-22 (22 frames total)
Pre-jump Frames	4 frames
Vertical Jump (and High Jump) Duration	38 frames (38 frames)
Diagonal Jump (and High Jump) Duration	38 frames (38 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	6	3	7	+7	+3	SM, EX, SA, CA	—
2	Standing MP	High	60	8	4	19	+2	-1	SM, EX, SA, CA	—
3	Standing HP	High	90	14	3	22	0	-5	—	—
4	Standing LK	High	30	5	2	11	+4	0	—	—
5	Standing MK	High	60	6	3	13	+5	+1	SM, EX, SA, CA	—
6	Standing HK	High	90	14	2	20	+3	-2	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	3	2	10	+5	+1	—	Rapid fire cancelable into light attacks
2	Close standing MP	High	30 x2	6	2(9)2	15	+4	0	SM, EX, SA, CA	—
3	Close standing HP	High	90	6	4	18	+4	-2	SM, EX, SA, CA	Forces standing on hit
4	Close standing LK	High	30	4	3	10	+3	0	—	Rapid fire cancelable into light attacks
5	Close standing MK	High	60	6	3	13	+5	+1	SM, EX, SA, CA	—
6	Close standing HK	High	90	6	2	29	-5	-11	SM, EX, SA, CA	Forces standing on hit



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

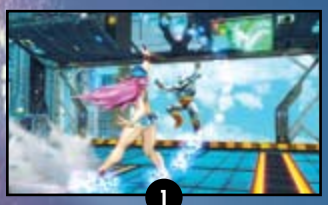
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	3	7	+7	+3	SM, EX, SA, CA	Rapid fire cancelable into light attacks
2	Crouching MP	High	60	8	3	16	+4	0	SM, EX, SA, CA	—
3	Crouching HP	High	90	9	4	30	-8	-14	SM, EX, SA, CA	Forces standing on hit
4	Crouching LK	Low	30	5	4	9	+4	0	—	Rapid fire cancelable into light attacks
5	Crouching MK	Low	60	6	2	19	0	-4	SM, EX, SA, CA	—
6	Crouching HK	Low	90	10	2	30	Sweep	-12	SM, EX, SA, CA	—



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, floats opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable
1	⇨ + HP HK (while blocking)	High	140	8	2(2)3(2)2(4)2	52	—	-41	—
Notes									
Full body invulnerability frames 1-9, similar to Kissed by a Goddess									



Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	6	3	Until grounded, 4 frames landing	+12	+4	—	—
2	Jumping MP	Mid	70	7	3	Until grounded, 4 frames landing	+16	+5	—	—
3	Jumping HP	Mid	100	8	3	Until grounded, 4 frames landing	+20	+8	—	—
4	Jumping LK	Mid	40	5	5	Until grounded, 4 frames landing	+12	+4	—	—
5	Jumping MK	Mid	70	6	5	Until grounded, 4 frames landing	+16	+5	—	—
6	Jumping HK	Mid	100	6	2(1)4	Until grounded, 4 frames landing	+19~20	+7~8	—	—

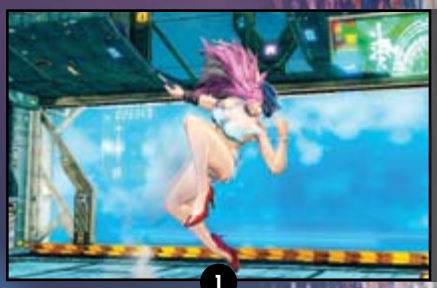


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Elbow Drop	⇨ + MP	Mid	60	17	6	18	-6	-11	—	Knocks down airborne foes, airborne frames 9-25
2	Backflip	K K	—	—	—	—	58	—	—	—	Full body invulnerable frames 1-44


1

Elbow Drop: This is a mid-hitting elbow strike that must be blocked standing. The startup for Elbow Drop is quick enough that it's unblockable on reaction if it is used unpredictably. It can be applied in the same way that many close range overheads are used—to score "free" damage when your opponent is expecting you to throw or attack with low strikes. The default defensive position is down-back, so quick overheads will work much of the time. However, Elbow Drop leaves Poison at a prohibitive disadvantage even when it hits and certainly when it's blocked. Every opposing character is assured either a verifiable combo or a command throw if they react immediately after getting hit by Elbow Drop. Poison is airborne for much of this move, and the opponent's fast pokes used at the same time will pop her into a juggle state. They might be especially eager to use solid standing pokes to preempt the threat of you swooping in with Poison's Love Me Tender, making Elbow Drop an even riskier strategy. When you want a mid-hitting attack, use jump-ins or EX Love Me Tender, but avoid Elbow Drop.


2

Backflip: Similar to Vega's invincible backward flips, Poison reverse somersaults away from her foe. She travels the same distance backward as during a backward jump, so think of Backflip as an invulnerable backward jump minus the jumping part. Since the distance traveled isn't that far, your opponent will be able to punish Backflip. They must read that you'll use it and wait to punish the brief vulnerable period at the end. If you Backflip away from an attack in progress or actively evade an attack with the invulnerable frames, Poison is probably safe from harm.

AW, POOR BABY... WANT ME TO KISS IT AND MAKE IT ALL BETTER?

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Slapshot	⇨ or N + LP LK (ground)	Throw	150	7	2	20	Causes hard knockdown
2	Frankensteiner	⇦ + LP LK (ground)	Throw	140	7	2	20	Causes hard knockdown


1

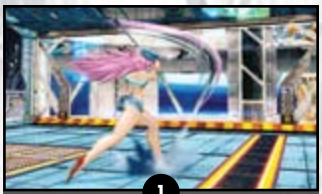

1

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

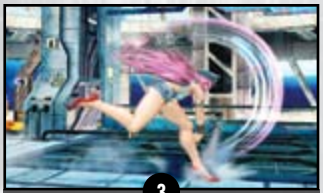
From the Library of Chris Miller

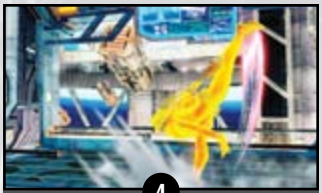
Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Whip of Love	↓↙← + P	High	40	13	3	22	0	-3	—	Input P between frames 7-10 for 2nd stage, forces standing on hit, knocks down airborne foes
2	Whip of Love 2nd Hit	(during Whip of Love) ↓↙← + P (or just P with precise timing)	High	50	13	3	26	-4	-7	—	Input ↓↙← + P between frames 7-15 to trigger third stage, knocks down airborne foes
3	Whip of Love 3rd Hit	(during Whip of Love 2nd Hit)↓↙← + P	High	80	13	5	28	Hard knockdown	-11	—	Causes hard knockdown
1	EX Whip of Love	↓↙← + P P	High	40	14	3	22	0	-3	—	Input P between frames 1-9 for 2nd stage, knocks down airborne foes
2	EX Whip of Love 2nd Hit	(during EX Whip of Love) P	High	30	13	3	32	-10	-13	—	Input ↓↙← + P between frames 1-30 for 3rd stage
3	EX Whip of Love 3rd Hit	(during EX Whip of Love 2nd Hit)↓↙← + P	High	30	13	5	43	Ground bounce	-26	—	Input ↓↙← + P between frames 1-32 for final stage
4	EX Whip of Love 4th Hit	(during EX Whip of Love 3rd Hit)↓↙← + P	High	40	11	3	25	Float	-6	—	—
5	LK Kissed by a Goddess	→↓↘ + LK	High	100	5	2(7)2	60	Knockdown	-40	—	Strike invulnerability frames 1-6
	MK Kissed by a Goddess	→↓↘ + MK	High	120	8	2(2)3(2)2	61	Knockdown	-41	—	Strike invulnerability frames 1-9
	HK Kissed by a Goddess	→↓↘ + HK	High	140	12	2(2)3(2) 2(4)2	56	Knockdown	-36	—	Knocks down
	EX Kissed by a Goddess	→↓↘ + K K	High	160	6	2(2)3(2) 2(4)2	52	Knockdown	-38	—	Invulnerability frames 1-22
6	LK Love Me Tender	↓↙← + LK	High	50	29	2	18	+5	+2	—	Press K on hit for follow-up throw, knocks down airborne foes, airborne on 1st frame
	MK Love Me Tender	↓↙← + MK	High	50	29	2	17	+6	+3	—	Press K on hit for follow-up throw, knocks down against airborne foes, airborne on 1st frame
	HK Love Me Tender	↓↙← + HK	High	50	29	2	17	+6	+3	—	Press K on hit for follow-up throw, knocks down airborne foes, airborne on 1st frame
	EX Love me Tender	↓↙← + K K	Mid	50	29	2	17	+6	+3	—	Projectile invulnerability frames 1-31, tracks opponent, press K on hit for follow-up throw, knocks down airborne opponents, airborne on 1st frame
7	Love Me Tender ▷ Throw	(on hit) K	—	100	—	—	119	Hard knockdown	—	—	—
	EX Love me Tender ▷ Throw	(on hit) K	—	150	—	—	119	Hard knockdown	—	—	—
8	LP Aeolus Edge	↓↘→ + LP	High	50	16	—	35	-4	-7	—	Can be Super Charged 51 frames for EX version or 100 for Super Arts, projectile has 1 hit point, remains active for 40 frames, knocks down airborne foes
9	MP Aeolus Edge	↓↘→ + MP	High	60	17	—	31	0	-3	—	Can be Super Charged 51 frames for EX version or 100 for Super Arts, projectile has 1 hit point, remains active for 40 frames, knocks down airborne foes
10	HP Aeolus Edge	↓↘→ + HP	High	70	21	—	28	+3	0	—	Can be Super Charged 51 frames for EX version or 100 for Super Arts, projectile has 1 hit point, remains active for 40 frames, knocks down airborne foes
8	EX Aeolus Edge	↓↘→ + P P	High	50 x2	9	—	35	+6	+1	—	Can be Super Charged 51 frames for Super Arts, projectile has 2 hit points, remains active for 40 frames, knocks down airborne foes


1 Whip of Love stage one


2 Whip of Love stage two


3 Whip of Love stage three


4 EX Whip of Love stage four

Whip of Love: This is Poison's whip-wielding version of a "Rekka Ken" sequence, with three stages for the regular version and four for the EX version. For the regular version, any punch button produces the same thing. For the EX version, the first stage must be performed with two punch buttons, but each following stage can be done with one punch input. The first stage of Whip of Love, regular or EX, has an alternate method of execution: just after the input for the first stage, input P again with precise timing and the second stage will fire off without requiring d-pad or joystick input. To increase consistency, just try drumming all three punch buttons one after the other just after stage one. However, unless you've hit-confirmed a combo into Whip of Love, you're probably better off using the standard ↓↙← motion to assure consistency. This also gives you another "out"—if you notice the opponent is blocking, you can just halt the motion for stage two; on the other hand, if you hit P immediately, you'll have no way to stop the built-in second stage.

If the first stage hits a grounded opponent, the other stages will all combo and the last stage causes a hard knockdown. If the first stage of Whip of Love is blocked, Poison is left at -3. This can't quite be called safe, but you can get away with it sometimes, especially against characters who lack fast reversals. You might use LK Kissed by a Goddess a few times immediately after getting stage one of Whip of Love blocked. This will punish all of the very fastest enemy attempts to take back control and teach them not to hit buttons after blocked whips. Stages after the first one are unsafe when blocked, so don't go past the first stage if you realize your opponent is guarding.

EX Whip of Love adds a fourth stage and some extra options. EX Whip of Love actually does less raw damage than a regular three-stage Whip of Love, so the options are the reason to use it. The third stage of EX Whip of Love ends in a ground bounce. Stopping after the third EX stage gives you a chance to pick up a juggle with st.LK , but this is very hard. After the fourth stage of EX Whip of Love, the opposing character is floated high into the air, in perfect position for you to finish a combo or Switch Cancel.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



5

Kissed by a Goddess: This is Poison's uppercut style reversal. During this attack, she spins her shapely legs in an upward blender motion. The first kick of Kissed by a Goddess is right in front of Poison, but then the following active periods have her kicking upward on both sides. If the first hit strikes the opponent, it will usually have a vacuum effect toward the follow-up kicks.

The LK and MK versions are strike invulnerable at first, making them ideal for use as reversals when you think the opponent will poke. They're also great as anti-air. These kicks won't stop throw attempts or projectiles, but they'll stop everything else. Since the upward spinning kicks strike on either side of Poison after she launches upward, these attacks even work as anti-cross-up! The HK version is much slower to start than the other versions, and it is not strike invulnerable or invulnerable to anything else for that matter. Save it for combos, like after linking into cr.MK or juggling with cl.HP .

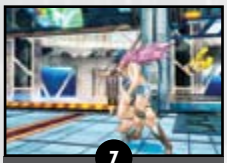
The EX version is slightly slower than the LK version, but it's invulnerable for the first 22 frames after input. When you're in dire need of something to get your opposition off you, EX Kissed by a Goddess is your best method.

Any version of Kissed by a Goddess is extremely punishable on block or when whiffed. While this is a great move, don't become too careless with it.



6

Love Me Tender



7

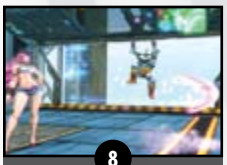
Love Me Tender follow-up hit throw

Love Me Tender: During Poison's forward flip kick attack, she becomes airborne on the first frame after activation. This means Love Me Tender can be used to avoid ground throw attempts! On contact with the opponent, both hit and block, every version of this attack leaves Poison with advantage! On hit, press K to initiate a hit throw follow-up which causes a hard knockdown. In the same manner as inputting the second stage of Whip of Love, piano all the kicks to increase the odds of success. However, for more damage, momentum, and meter, bypass the hit throw and simply land and link close standing LP to **combo I**.

The advantage caused by Love Me Tender even if blocked, coupled with the speed of Poison's close standing LP poke, gives you a good sequence to use to harass your opponent, who has little recourse. Following up a blocked Love Me Tender with crouching LK to hit low can also be used, but it's not as airtight as Love Me Tender to cl.LP .

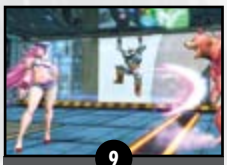
Attentive foes may watch for the flip and use quick pokes to knock Poison out of Love Me Tender. Elbow Drop has some use as a "fake" for Love Me Tender, which can be whiffed just outside the opposing character's range to mess with visual cues for Love Me Tender. You can also use Aeolus Edge to gain ranged advantage on opponents so they'll have no time to counter Love Me Tender.

Regular versions of Love Me Tender can be blocked either way, while EX Love Me Tender is a mid-hitting attack. It's also projectile invulnerable for nearly its full duration and tracks the opponent, giving Poison an easy way in from anywhere on the screen in the right situation. Be ready to flinch with it, do it on reaction to the opponent throwing a projectile even from full screen, and link afterward into a nice combo. It can be used as an overhead up close or after blockstrings, but foes with good reactions may just hit her out of this and waste your meter.



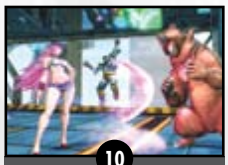
8

LP/EX Aeolus Edge



9

MP Aeolus Edge



10

HP Aeolus Edge

Aeolus Edge: Poison's pink projectile has unique behavior. Every version of Aeolus Edge travels for 40 frames then disappears. The version used determines how quickly the projectiles travel. The LP version travels quickly, disappearing three quarters of the playing field from Poison. The MP version travels more slowly, disappearing halfway across the playing field. And the HP version barely travels at all, moving about the distance of a dash in front of Poison, before hovering in place for 20 frames.

The EX version releases quickly and travels faster and farther than the other versions—almost all the way across the playing field. EX Aeolus Edge fires even faster than Ryu's EX Hadoken. This all but guarantees Poison lateral control in a match, unless the opponent has a move that will simply pass through projectiles at will.

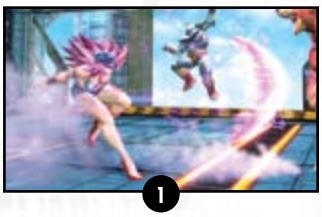
LP Aeolus Edge allows Poison to keep up with or even overpower most projectile characters from midscreen to three-quarters of the screen away. If they can shoot projectiles from full screen, then you can't threaten them directly with Aeolus Edge. But at least you can fire projectiles to negate theirs, all while you build meter. From roughly the edge of its range, LP Aeolus Edge sets up HK Love Me Tender.

HP Aeolus Edge is less like a projectile in application and more like a long-term meaty attack or close range shield. It can be deployed a little in advance of opponents rising from knockdowns, but they may just use forward roll to negate your plans, or they may simply jump. Aeolus Edge has a deceptively narrow profile against jumping characters, and you'll learn to stop using HP Aeolus Edge as an air shield after the second time someone scores a full jump-in combo on your attempt! HP Aeolus Edge is great as a ground shield, though, especially on cornered foes.

Aeolus Edge is Super Chargeable and thus charge cancelable.

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Love Storm	↓↘→ + PPP	High	50~310	10	—	41	Hard knockdown	-13
Notes									
72 frame freeze before attack begins, invulnerability frames 1-9, projectile has 1 hit point, projectile must hit opponent before end of recovery to continue attack									



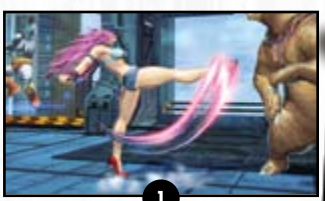
1

Love Storm: At the beginning of this Super Art, Poison throws a version of Aeolus Edge that transitions into her Super Art cinematic only if it strikes the opponent before Poison recovers from throwing it. Once Poison can move again, the Love Storm projectile simply becomes a regular LP Aeolus Edge, only dealing 50 damage on hit. The effective range of the Love Storm projectile is about half the length of the playing field.

The best use for Love Storm is probably as an easy, virtually guaranteed anti-air against an opponent that jumps in from the front. Otherwise, it can be inserted in place of her Whip of Love or Kissed by a Goddess in hit-confirm combos. EX Whip of Love stages three and four can both lead to juggles where Love Storm is possible. However, damage scaling will be so degraded at this point that the Super Art is wasted.

Cross Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	—	↓↘→ + MP MK	High	100 (before switching to partner)	9	2	50	Switch	-30
Notes									
62 frame freeze before attack begins, invulnerability frames 1-10									



1

Poison's Cross Art starter is basically a turbocharged version of her standing MK poke. Since Poison does serviceable but not exceptional damage, saving Cross Gauge for a Cross Art can be a smart play. Insert Cross Art in place of the Special Move ender in any of her combos and it will work and probably net you 515+ damage, which Poison has trouble achieving on her own. You'll have to weigh this against being able to spend gauge on useful things like EX Aeolus Edge and Cross Cancel, however.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

OVERVIEW



Anywhere you can pepper the enemy with LP Aeolus Edge outside the range of their jump-in attacks is a good place to do so.



From the edge of Aeolus Edge range, Love Me Tender makes a natural follow-up!

Poison should be used to dominate mid range. Her long range game has obvious holes in it since LP Aeolus Edge and HK Love Me Tender don't travel all the way across the screen. Her up-close game is serviceable but basic compared to many characters, especially without having a relatively safe overhead attack to use. Her jump arc is long and floaty compared to most, making cross-up jumps best when done from farther away rather than close to an opponent.

Poison has a slew of moves that allow you to firmly control the space a couple steps away, however. LP Aeolus Edge is the key to other efforts. Her projectile serves at once as a close range shield, a mid range poking tool, and a path to expanded movement options through charge canceling. All of her punch normal moves are noteworthy. The tip of the whip for these attacks has no hurtbox, so use them from maximum range and you won't lose poking exchanges. (Note that this is not true for jumping LP, jumping HP, or Whip of Love, however, which are the only whip attacks with hurtboxes on the end of the whip.)

Poke your foe with the tip of standing MP, crouching HK, and LP Aeolus Edge. If your opponent is coaxed into jumping at you, be ready to anti-air them. Air-to-air, Poison's jumping MP has an almost unbeatable hitbox, extending very far from her body. If your reactions are good, you might just jump straight up with MP as an early anti-air. Your standing MP pokes may preemptively anti-air opponents jumping forward because of its upward-swiping arc. This same arc makes it an effective anti-air if it's used relatively early. The same goes for crouching HP, which has a good anti-air hitbox but is too slow to be used when the enemy has momentum. Close standing HK makes a good anti-air when used slightly later and will hit enemies positioned just over Poison.

When using normals as anti-air, you can cancel into either Aeolus Edge or Love Me Tender for some follow-up options. If your normal Counter Hits the opposing character out of the air and you charge cancel forward dash, you can add on a nice combo (see **combo VII**). Otherwise, rely on LK Kissed by a Goddess for anti-air efforts. (And Backflip, when you feel your opponent isn't savvy enough to just wait and punish it.)

When your opponent is hesitant to jump forward, that's when you can employ Aeolus Edge more liberally and move in with jump-in attacks of your own. If your opponent doesn't have a projectile to keep up or a Special Step-style move to go right through Aeolus Edge, you can just pump projectile after projectile their way. When they block your LP or MP Aeolus Edge from the edge of their respective ranges, you have an opening to use HK Love Me Tender to close the distance immediately. With airtight timing, the end of an Aeolus Edge projectile's active period can link with Love Me Tender, producing what is essentially a jump-in combo from half the screen away or farther.

Poison's jump is loftier than most characters. You must start her jumps from farther away, and they will be more telegraphed. Her steep, floaty descent also means that cross-ups with jumping LK can be very ambiguous indeed, even striking on the front side before Poison lands on the other side. As mentioned, J.MP is your go-to for air-to-air, while jumping LK is used for cross-ups. Jumping HK is interesting: it hits upward very briefly, along the same trajectory as her awkward jumping MK, before striking downward. This means it can be used multiple ways. You can use the beginning of J.HK to go air-to-air successfully. It can also be used early during jump-ins, so the later, downward-aimed portion hits at a steep angle. Or you can start it up late as a deep jump-in, again exploiting the initial upward-aimed hitbox.

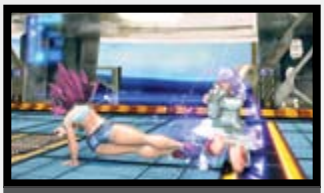
Poison's mid range poking dominance is further asserted if you're willing to spend Cross Gauge, which should be fine since Poison's combos aren't that expensive. EX Aeolus Edge is one of the fastest-releasing projectiles in the whole game, with two hard hits. It will stop dashes or unexpected movement cold and potentially catch the beginning or end of jumps. From close enough, cr.MK can be linked afterward—see **combo IV** and **V**. And EX Love Me Tender can be used on reaction to the enemy's use of projectiles, giving you a free shot at **combo I** or **II**. Naturally, foes might be tempted to maintain a projectile war if you're throwing Aeolus Edge all the time.

The only limit on spending here is the Cross Gauge, but Poison has perhaps the best charge cancel in the game. Whenever your opponent isn't forcing you to deal with something immediate, you can charge cancel backdash Aeolus Edge to build Cross Gauge. Sometimes holding the charge can pay off—if your opponent jumps with timing that allows you to unload a free EX projectile on them, for example. You can also charge cancel forward dash to advance while building meter or to transition abruptly to close range offense after the opponent blocks crouching HK. In fact, timed as quickly as possible, charge canceling heavy normal moves into forward dash leaves Poison at only -3 if blocked and at +3 on hit! For comparison, a regular blocked cr.HK sweep leaves Poison at -12 without the cancel!

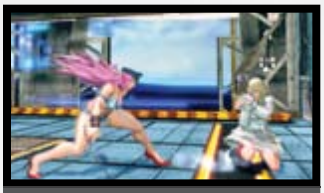
Charge canceling pokes into forward dashes can therefore be a big step up for both Poison's poking and rushdown game. -3 up close on block is still technically punishable by many characters. However, if you mix it up and often use blocked pokes into Aeolus Edge as a poke—and sometimes even poke into charge cancel backdash or charge cancel into a delayed Aeolus Edge—then the enemy shouldn't be ready to punish you on reaction to your occasional charge canceled forward dash on short notice.

At close range, go for **combo II** when in doubt and **combo I** when you're looking to crack a turtle's shell and you want to ensure that your opponent won't get away with holding up-back. If your opposition hesitates but tries to act late anyway, the way is paved for you to work Counter Hit magic with **combo III.** Poison's neutral/forward normal throw is one of the game's stronger normal throws, so make an effort to mix it into your close range offense. You must because Poison lacks a safe overhead attack that's unblockable on reaction. She'll get murdered for using Elbow Drop against knowledgeable players, and EX Love Me Tender is a bright flashing yellow move that takes half a second to hit.

While poking at the opposing character up close, remember that Poison's standing punches are some of the longest-range in the game for purposes of Cross Rush combos. Some characters will drop Boost Combos from outside point-blank range, whiffing a combo before you get to the Launcher, but Poison can always reach with her standing punch series. Poison doesn't leave many great places to use Switch Cancels in her combos for prolonged juggles, so you may end up using more Boost Combos, manual Launchers, and Cross Arts to tag her out of combos than with some characters.



Poison's pokes can be canceled into Super Charged Aeolus Edge…



…which is then canceled into her lightning-fast forward dash! She's in there!

Combo Appendix

Sequence	Notes
Cl.LP or cr.LK ▷ cr.LP, st.LP ▷ st.MP ▷ st.HP ▷ HP	Long reaching confirmable Cross Rush sequence, safer than something like cr.LK ▷ cr.MK ▷ st.HP, stop after cr.LP if blocked
Cl.LP or cr.LK ▷ cr.LP, cr.MK ▷ ⇨⇩⇘ + HP	Any combo that ends with Whip of Love could also end with Kissed by a Goddess and usually for more damage…but Whip of Love ends with a hard knockdown, and missing with Kissed by a Goddess is far riskier than having one stage of Whip of Love blocked
Cl.MP, cr.LP	Trial 8; 1-frame link
Cl.MK, cr.LK	Trial 9; 1-frame link
J.HK, cl.HP ▷ ⇩⇗⇦ + P x3	Trial 10
Cr.LP, cr.MK ▷ ⇩⇘⇨ + LP	Trial 11
J.LK, cr.LK ▷ cr.LP ▷ cr.LP ▷ cr.MK ▷ cr.HK	Trial 12
Cl.LK ▷ cl.LK ▷ s.LK ▷ cr.MK ▷ cr.HP ▷ ⇩⇘⇨ + P P	Trial 13
⇩⇘⇨ + LP, ⇩⇗⇦ + K K (press K on hit for follow-up)	Trial 14; throw LP Aeolus Edge from max range, then immediately perform EX Love Me Tender
Cl.HP ▷ ⇩⇗⇦ + P P x4, ⇨⇩⇘ + K K	Trial 15
⇩⇘⇨ + HP, cr.MK ▷ ⇩⇘⇨ + P P P	Trial 16; throw HP Aeolus Edge at a cornered opponent from one backdash away
Cl.MP, cr.LP ▷ ⇩⇗⇦ + P P x4, cr.MP ▷ ⇩⇘⇨ + P P P	Trial 17; as in Trial 8, close standing MP to crouching LP is a just frame link
⇩⇗⇦ + K, cl.LK ▷ cl.LK ▷ cr.LP, cr.MK ▷ ⇨⇩⇘ + K	Trial 18
J.HP, cr.HP ▷ ⇩⇘⇨ + HP, cr.LP, cr.MK ▷ ⇩⇗⇦ + P x3	Trial 19
Cl.HK ▷ ⇩⇗⇦ + K K x3, cl.LK, cl.LK, st.MK ▷ ⇩⇘⇨ + P P P	Trial 20; stop EX Whip of Love after third stage, then juggle with close standing LK just before the target falls flat

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LK ▷ cr.LP, cr.MK ▷ ↓↙← + P x3

206 damage

Poison's bread and butter combo can start with either crouching LK or close standing LP. Crouching LK is Poison's fastest low-hitting attack, so use this when you have frame advantage and when you're trying to crack the opposition's defense, like first crossing up with jumping LK, then landing and hitting low with crouching LK. When opening with crouching LK, if you perform it through inputting LP LK you can build an option select throw escape into the beginning.

After cr.LK, rapid fire chain to crouching LP. This two-hit chain gives you time to hit-confirm. Following up with crouching MK is a 2 frame link, and this can be made easier by plinking. However, because Poison has the Backflip evasion move, don't plink with crouching MK~LK. Instead, use crouching MK~LP. This avoids any chance to accidentally cancel crouching MK into Backflip and gives the combo another "out" besides the plink. Since crouching MK~LP is used, mistiming it may still simply give you another crouching LP ,which will cancel into the Whip of Love follow-up just the same as crouching MK!

If your opponent is blocking, stop short of crouching MK so you can stage a mix-up against the blocking foe. You can walk forward and attempt a throw, **combo I** or **II** again, or **combo III**. You can also poke with crouching MK or crouching HK, either of which can be canceled into Aeolus Edge or Love Me Tender, depending on whether you'd like to be aggressive, or hang back.

II. Cl.LP ▷ cr.LP, cr.MK ▷ ↓↙← + P x3

206 damage

Close standing LP is Poison's fastest attack, active in only 3 frames, so it's the best opener up close in neutral or nearly neutral situations. It's also the easiest link after Love Me Tender hits, although this requires that Love Me Tender hit deep enough to put Poison into range for her suite of close normal moves (happily, Love Me Tender usually obliges).

Apart from the opener, this is the same as **combo I**, so the same plinking tip applies for the link to crouching MK.

III. Cl.HP ▷ ↓↘→ + P (hold) →→, cl.LP ▷ cr.LP, cr.MK ▷ ↓↙← + P x3

267 damage

Thanks to her useful Super Chargeable projectile, fast dash speed, and effective cancelable pokes, Poison is one of the characters who presents the most opportunities to charge cancel effectively. This technique must be mastered for this combo, in which close standing HP is canceled into a forward dash from Super Charged Aeolus Edge. Don't spend any time charging the Special Move. The point is just to charge it long enough to register the dash. After dashing forward from cl.HP on hit, Poison is left at +3, so the combo into close standing LP is a 1 frame link, and that's assuming the charge cancel forward dash was executed perfectly. This isn't the easiest combo to use as a normal hit. On the bright side, there's really no hit-confirm—you just perform cl.HP into dash as fast as you can. At the very least, you've achieved point-blank range in a manner confusing to your opponent.

If close standing HP strikes as a Counter Hit, the combo is a lot easier. Opponents who are worried about Love Me Tender or throws may be inclined to hit buttons when they perceive breaks in Poison's offense, for example after you tick with a light punch or **combo I** or **II**. In these cases, walk-in cl.HP may strike as a Counter Hit.

IV. Cl.MP ▷ ↓↘→ + P P, cr.MK ▷ ↓↙← + P x3

306 damage, 1 block

Since Aeolus Edge is a projectile, only the opponent gets pushed back on impact, while Poison stays in the location where she threw Aeolus Edge. Combo into EX Aeolus Edge without pushing the opposition too far back and you'll be able to link afterward, even midscreen. This is done by using only a single attack canceled into EX Aeolus Edge, and Poison has one that's tailor-made—close standing MP, the double slap. After standing MP on block, the situation is just reset to neutral, so return to your regular poking. The two hits of this move give you time to verify whether you've hit your opponent before you burn Cross Gauge on EX Aeolus Edge.

When using this combo as a sure punish, like when the opposition whiffs their big reversal in front of Poison, start with close standing HP into EX Aeolus Edge for a little more damage. Continuing the combo after s.MP ▷ EX Aeolus Edge requires a 1 frame link into crouching MK, so plink to help with consistency. The full Whip of Love sequence follows crouching MK as usual.

EX Aeolus Edge combos are tag-friendly, letting you link afterward with cr.MK ▷ st.HP ▷ HP for a Cross Rush handoff that's more powerful than a regular Boost Combo to Launcher—282 damage is already inflicted before Poison's partner starts their juggle and 312 if you started with cl.HP!

V. Cl.HP ▷ ↓↘→ + P P, cl.HP ▷ ↓↘→ + P P, cl.HP ▷ ↓↘→ + P P, cl.HP ▷ →↓↘ + HK

514 damage, 3 blocks, cornered target

After Poison lands EX Aeolus Edge in the corner, the opponent doesn't achieve any separation at all! Just like with the previous combo, following EX Aeolus Edge with close standing HP is a 1 frame link, but you can plink it to make it a little easier. Plinking with HP~MP also gives you a chance to produce the close standing MP double slap, which will still allow the combo to work while forfeiting a little damage.

It's considerably easier to link close standing LP after EX Aeolus Edge, but this makes doing EX Aeolus Edge loops inefficient. For an easier corner combo, land close standing HP canceled into EX Aeolus Edge, then link close standing LP ▷ cr.LP, cr.MK ▷ →↓↘ + HK for 341 damage off one block. Meter permitting, finish it with Love Storm for 468 damage!

VI. Counter Hit anti-air cl.HP or cl.HK ▷ ↓↘→ + P (hold) →→, cl.LP, cl.MP ▷ ↓↙← + LK, K

285 damage

This anti-air combo begins as a counter-hit close standing heavy attack, which is charge canceled into a forward dash. From here, the juggle can be verified. Close standing LP will catch foes and hold them in place so the double slap will work. The cl.MP slaps in turn lift them high enough so that Love Me Tender will juggle, and from there you can hit K for the hit throw ender and a hard knockdown.

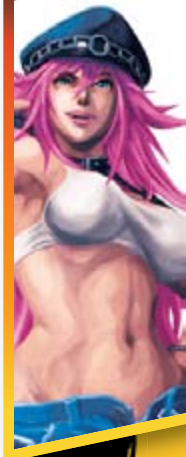
As an easier alternative, you can just cancel anti-air cl.HP or cl.HK into Love Me Tender. If the initial strike was a Counter Hit, Love Me Tender will juggle and allow you to transition to the throw follow-up. If the initial anti-air strikes as a normal hit, then Love Me Tender won't juggle, as their character will just flip out and land on their feet—where meaty Love Me Tender will immediately force them to block and give Poison advantage!

VII. Switch to Poison, cl.MP (two hits) ▷ ↓↘→ + P (hold) →→, cl.LP, cl.HP ▷ →↓↘ + HK

Varies due to damage scaling

Juggling with Poison after a handoff to her can be tricky. The simplest and most reliable thing to do is probably just to juggle with cl.HP ▷ →↓↘ + HK. With some effort, though, you can squeeze more damage and meter out of post-Switch/Launcher juggles.

Catch the falling enemy with cl.MP double slap as early as possible. The second hit of the double slap pops them up slightly—the higher the better. Cancel the second hit of cl.MP into Super Charged Aeolus Edge then immediately dash forward. If you juggled properly with cl.MP, you'll be in position to catch them with close standing LP. After the cl.LP juggle, pause briefly and link—rather than chain—into cl.HP, which is then canceled into HK Kissed by a Goddess for the finish.



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Rolento

Seeking an Ideal Nation

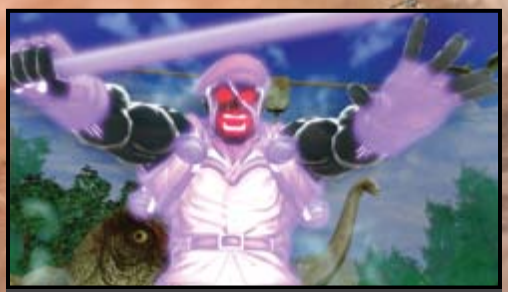
A former high-ranking officer in the Mad Gear gang, Rolento was an expert in hand-to-hand combat, explosives, small arms and of course, bojutsu. Now he focuses on creating an "ideal nation" where everyone is a soldier day in and out. After learning about a mysterious box from a subordinate, Rolento seeks to secure and destroy the box to show the world that his army is a force to be reckoned with.

Win Comment 1: Commencing second phase of battle operations! A good soldier always remains vigilant.
Win Comment 2: Obey me, or get out! You have 5 seconds to decide!
Win Comment 3: Fall in! Attention! Present arms!


Color 1


Color 2


Tactical Ninjitsu


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



FALL IN! ATTENTION! PRESENT ARMS!

DATA ARSENAL

Vitality	1000
Forward Dash Duration	21 frames
Backdash Duration	8 frames invulnerable, 10 frames airborne, 9 frames grounded (27 frames total)
Pre-jump Frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	4	3	8	+6	+2	SM, EX, SA, CA	—
2	Standing MP	High	60	7	7	18	-4	-8	—	—
3	Standing HP	High	40, 50	9	3	23	0	-5	—	—
4	Standing LK	High	30	4	5	7	+5	+1	—	—
5	Standing MK	High	60	7	7	11	+3	-1	—	—
6	Standing HK	High	90	7	4	15	+6	+1	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing Close LP	High	30	4	3	5	+9	+5	SM, EX, SA, CA	—
2	Standing Close HP	High	90	9	5	24	-3	-9	SM, EX, SA, CA	Forces standing on hit
3	Standing Close MK	High	60	6	5	11	+5	+1	SM, EX, SA, CA	—
4	Standing Close HK	High	90	7	4	15	+7	+1	—	Forces standing on hit



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

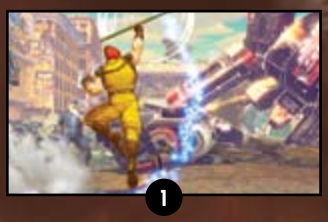
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	5	2	7	+8	+4	SM, EX, SA, CA	—
2	Crouching MP	High	20 x3	9	6	10	+9	+5	—	—
3	Crouching HP	High	90	10	4	15	+6	+1	—	—
4	Crouching LK	Low	30	4	3	12	+2	-2	SM, EX, SA, CA	—
5	Crouching MK	Low	60	6	5	15	+1	-3	SM, EX, SA, CA	—
6	Crouching HK	Low	90	9	11	18	Sweep knockdown	-9	—	Causes sweep knockdown



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch, float	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable
1	⇨ + HP HK (while blocking)	High	120	15	21	30	Float	-9	—
Notes									
Invulnerable frames 1-15, resembles EX Patriot Circle but juggling afterward isn't possible									



Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	5	3	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Jumping MP	Mid	20 x3	6	6	Until grounded, then 4 frames recovery	+16	+5	—	Knockdown against airborne opponents (but all juggle potential is used up)
3	Jumping HP	Mid	100	9	3	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Jumping LK	Mid	40	4	7	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Jumping MK	Mid	70	7	6	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Jumping HK	Mid	100	7	4	Until grounded, then 4 frames recovery	+20	+8	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Trick Rod	⇨ + MK	High	60	8	6	12	+1	-3	—	Airborne frames 3-20, knocks down airborne opponent
2	Spike Rod	(in air)⇩ + MK	High	60	6	Until grounded	33	-15	-19	—	Knocks down airborne opponent on hit, leave input N or hold ⇩/⇨/⇦ to direct hop after Spike Rod, if non-N input is held normal moves are possible after 13th frame of hop
3	Trick Landing	(just before landing) K K K	—	—	—	—	33	—	—	—	Input command between frames 27-34 of jump, leave input N or hold ⇩/⇨/⇦ to direct hop after Trick Landing, if non-N input is held normal moves are possible after 13th frame of hop



Trick Rod: Rolento perches upon his baton, becoming airborne on the third frame after input. The baton has a hitbox that doesn't extend horizontally at all but will beat any low attack the enemy extends under Rolento. In situations where Rolento is left at a minor disadvantage, such as after a blocked Patriot Circle, opponents may try to tick with a quick low light attack, and in this case Trick Rod will beat it. It can also be used when walking forward into a foe at point-blank range, so that if they think a throw is coming and try to beat it with something like a crouching LK (or a crouching LK LP option select throw escape), the Trick Rod baton will win out. It's risky to try, since a Counter Hit against Trick Rod puts Rolento into a juggle position right in front of the opponent! This is basically an extremely low-altitude jumping attack, but it doesn't lead to anything guaranteed on hit, even as a Counter Hit.

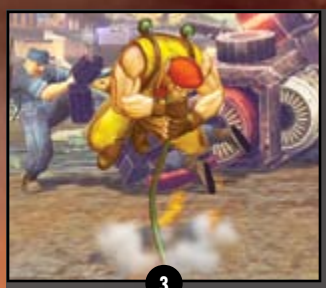


Spike Rod: Rolento descends from a jump with his baton thrust downward under him. Rolento will immediately pogo hop right back into another jump once he touches down from Spike Rod. Hold ⇨, ⇦, or ⇩ as Rolento lands from Spike Rod to alter the trajectory and behavior of this second jump. If you leave the d-pad or joystick in neutral, the N position, and *don't* hold a direction, Rolento will hop in the same direction as the jump from which Spike Rod was used, and you can't do anything during this hop. When you *do* hold a direction to choose where Spike Rod will send Rolento, then jumping normal moves *are* possible during the hop. The post-Spike Rod hop also has a little bit more loft than if you don't hold a direction.

Spike Rod can be used to alter the trajectory of diagonal jumps unexpectedly, especially after Mekong Delta Escape or against opponents who are eager to use anti-air attacks that are easily punished if they whiff. It also works as a cross-up. Jump just over the center of an opponent or direct the wall jump of Mekong Delta Escape just over the opposing character by holding forward, then drop on the other side with Spike Rod. From here, you can bounce in place and cross-up with MK, bounce away to safety, or bounce to the original side.

Apart from attacking directly with Spike Rod, it also can be used to set up tricky hop cross-ups. For example, you can jump straight up close to an enemy, Spike Rod on the way down, then hold forward and time jumping MK to cross-up as you bounce over their head with the hop. As a variation, after a sweep knockdown with crouching HK you can jump over the opposing character's body while they're floored, Spike Rod, and then either bounce in place by holding down before falling with MK or bounce right back to the first side before falling with HP. When you jump over an opposing character's prone body and want to Spike Rod bounce back to the original side, hold forward to direct Spike Rod's bounce as though you never crossed over them—air directions relative to the enemy don't re-orient until Rolento lands again. Technically, Rolento doesn't land during the Spike Rod bounce!

Spike Rod isn't possible during the hop created by either Spike Rod or Trick Landing. This prevents Rolento from pogo bouncing repeatedly, as he could in appearances in older games. Spike Rod *is* possible after a Mekong Delta Escape wall jump, which is vital to Rolento's unpredictability.



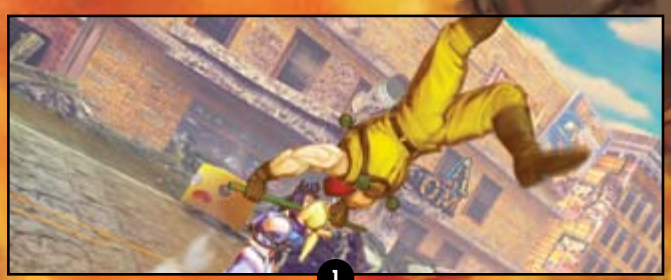
Trick Landing: Trick Landing is similar to Spike Rod, with some exceptions. Although it looks virtually identical, Trick Landing isn't actually an attack and doesn't generate a hitbox. Trick Landing is accomplished by pressing K K K just before landing from a jump. Rolento immediately springs into a hop. As with Spike Rod, if you don't hold a direction then Rolento springs in the same direction as the first jump, unable to use jumping normal attacks. If you hold a direction, Rolento will react the same as after Spike Rod, springing either forward, backward, or vertically while able to use normal attacks.

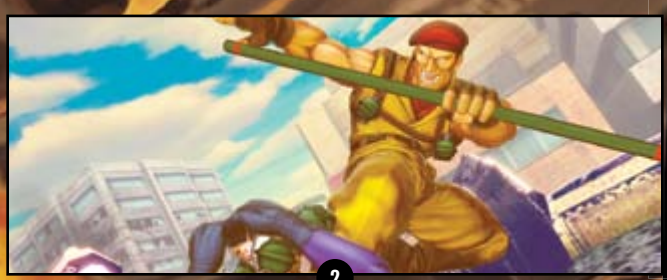
Note that the forward hop produced by jumping forward, using Spike Rod or Trick Landing, then landing while leaving directional input neutral is a different trajectory, although you can't attack during either hop. Trick Landing's forward auto hop stays lower to the ground than Spike Rod's. Unlike Spike Rod, Trick Landing is *not* possible after a Mekong Delta Escape wall jump.

Because Trick Landing looks more or less the same as Spike Rod, but isn't a strike, it can be used to bait out counter-type move attempts from foes eager to turn your incoming jump-ins against you. Since Trick Landing doesn't telegraph the follow-up hop as early as Spike Rod, Trick Landing is also good to use when you're looking to use the hop as a mix-up, without needing Spike Rod before it. After scoring a hard knockdown with a combo ending in crouching HK sweep, for example, you might time a vertical jump just a moment before the enemy will either rise in place or roll forward. You can react just before landing with either Trick Landing forward or backward as appropriate. In this case, using Spike Rod would needlessly telegraph this intention slightly earlier, giving the opponent just a little longer to register where Rolento is going.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Colonel Carrier	⇨ or N + LP LK (ground)	Throw	130	7	2	20	Causes hard knockdown
2	Deadly Package	⇦ + LP LK (ground)	Throw	130	7	2	20	Causes hard knockdown



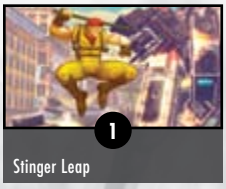


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

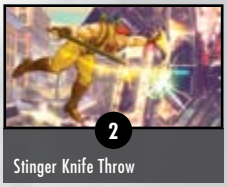
From the Library of Chris Miller

Special Moves

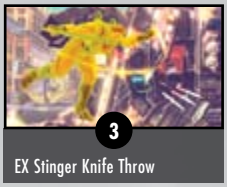
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LK Stinger	⇨⇩⇘ + LK	—	—	—	—	53	—	—	—	Input P between frames 16-46 for follow-up
	MK Stinger	⇨⇩⇘ + MK	—	—	—	—	57	—	—	—	Input P between frames 16-46 for follow-up
	HK Stinger	⇨⇩⇘ + HK	—	—	—	—	59	—	—	—	Input P between frames 16-47 for follow-up
	EX Stinger	⇨⇩⇘ + K K	—	—	—	—	58	—	—	—	Input P between frames 13-47 for follow-up
2	Stinger Follow-up	(during Stinger) P	High	50	16	—	Until grounded, then 7 frames recovery	+21	+13	—	Button strength determines angle of knife, knife is destroyed by normal projectiles and attacks, knocks down airborne opponent
3	EX Stinger Follow-up	(during EX Stinger) P	High	40 per projectile	16	—	Until grounded, then 6 frames recovery	Knockdown	+3	—	Knocks down on hit, knives are destroyed by normal projectiles and attacks
4	Mekong Delta Attack (no attack)	P P P	—	—	—	—	47	—	—	—	Input P between frames 12-44 for attack, frame 39 earliest starting point of attack
5	LP Mekong Delta Attack	P P P ▷ (while landing) LP	High	60	4	14	9 (whiff) 24 (hit or block)	-4	-8	—	Knocks down airborne opponent
	MP Mekong Delta Attack	P P P ▷ (while landing) MP	High	60	4	14	9 (whiff) 24 (hit or block)	-4	-8	—	Knocks down airborne opponent
	HP Mekong Delta Attack	P P P ▷ (while landing) HP	High	60	4	16	9 (whiff) 24 (hit or block)	-4	-8	—	Knocks down airborne opponent
	EX Mekong Delta Attack	P P P ▷ (while landing) P P	High	140	3	21	19	+1	-3	—	Projectile invincible frames 1-23, knocks down airborne opponent
6	LP Mekong Delta Air Raid	⇩⇗⇦ + LP	—	—	—	—	23	—	—	—	Input P between frames 6-16 for follow-up
	MP Mekong Delta Air Raid	⇩⇗⇦ + MP	—	—	—	—	37	—	—	—	Input P between frames 6-30 for follow-up
	HP Mekong Delta Air Raid	⇩⇗⇦ + HP	—	—	—	—	48	—	—	—	Input P between frames 6-41 for follow-up
	EX Mekong Delta Air Raid	⇩⇗⇦ + P P	—	—	—	—	46	—	—	—	Projectile invincible frames 1-41, input P between frames 5-41 for follow-up
7	Mekong Delta Air Raid Follow-up	⇩⇗⇦ + P ▷ P	Mid	60	31	3	16	+5	-4	—	Knocks down airborne opponents
	EX Mekong Delta Air Raid Follow-up	⇩⇗⇦ + P P ▷ P	Mid	80	31	2	16	+7	-3	—	Projectile invincible frames 1-30, knocks down airborne opponents, causes ground bounce on Counter Hit
8	Mekong Delta Escape	⇩⇗⇦ + K	—	—	—	—	Varies	—	—	—	May cancel into any air normal move or Spike Rod after wall jump, wall jump can be directed by holding ⇨ or ⇦
	EX Mekong Delta Escape	⇩⇗⇦ + K K	—	—	—	—	Varies	—	—	—	Invulnerable until Rolento touches back wall, may cancel into any air normal move or Spike Rod after wall jump, wall jump can be directed by holding ⇨ or ⇦
9	Patriot Circle	⇩⇘⇨ + P	High	40	15	12	22	+3	-1	—	Can be Super Charged 51 frames for EX version or 100 frames for Super Art, input ⇩⇘⇨ + P between frames 7-33 for next attack
10	Patriot Circle 2nd	⇩⇘⇨ + P ▷ ⇩⇘⇨ + P	High	60	20	12	27	+1	-6	—	Input ⇩⇘⇨ + P between frames 1-34 for next attack
11	Patriot Circle 3rd	⇩⇘⇨ + P ▷ ⇩⇘⇨ + P ▷ ⇩⇘⇨ + P	High	55	25	9	30	Float	-9	—	Sets up juggle on hit
—	EX Patriot Circle	⇩⇘⇨ + P P	High	120	19	21	28	Float	-3	—	Can be Super Charged 51 frames for Super Art, invulnerable frames 1-19, sets up juggle on hit



Stinger Leap



Stinger Knife Throw



EX Stinger Knife Throw

Stinger: This is an unusual projectile performed in two stages. Input ⇨⇩⇘ + K to make Rolento leap straight up. The stronger the kick used, the higher he'll jump. While he's airborne, input P to throw Stinger. The punch strength used determines the angle Stinger is thrown: LP is the sharpest vertical angle, useful to defend the space in front of where Rolento will land; HP throws Stinger at the shallowest, farthest-reaching angle, useful for forcing distant foes to deal with knives; MP throws a knife along a path between the two extremes.

You control how high Rolento jumps, when he releases Stinger, and the angle along which Stinger travels. Stinger isn't durable and will be destroyed by opposing attacks or projectiles. Rolento becomes vulnerable if you jump to a high altitude to throw Stinger. Unless the opposing character is at full screen, throw Stinger as soon as possible after leaving the ground. To do this consistently, input the motion to jump then immediately "piano" all three punches. Once you get used to the timing, start with the punch you want the most because that is your goal. Drumming the other two punches just functions as a failsafe. Alternatively, you can simply double or triple tap the desired punch buttons just as Rolento springs up from the ground after ⇨⇩⇘ + K.

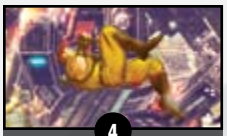
By starting the initial Stinger jump about a step away from a cornered foe or at close range midscreen (such as by canceling a blocked crouching MK poke into Stinger), you can land and link attacks after the Stinger hit—most simply by landing and canceling crouching MK into Patriot Circles. However, you don't want to be too close—Stinger doesn't generate a hitbox right next to Rolento as he throws it, so it may pass harmlessly through point-blank targets while leaving Rolento exposed.

During EX Stinger, Rolento throws three knives instead of one. EX knives knock down targets and can potentially set up a juggle opportunity if the oponent is floated in place close enough to Rolento. This can be useful when trying to chip a passive opponent out, or to quickly assert diagonal control of the whole field. But there are usually better places to spend Cross Gauge.

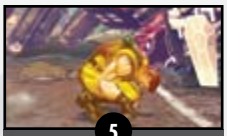
Any version of Stinger essentially has zero durability. Normal moves will destroy Stinger knives. Even a simple poke with a wide enough hit swatch can bat aside all three EX Stinger knives harmlessly. Still, it never hurts to have a projectile that can be aimed down-forward in a fighting game.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



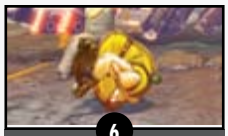
4 Mekong Delta Attack Backward Jump



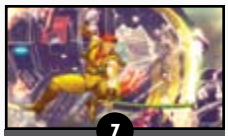
5 Mekong Delta Attack Follow-up Roll

Mekong Delta Attack: This is part of Rolento's large arsenal of multi-stage, movement-oriented attacks, which allow him to attack from the air after quickly changing direction. The initial stage of Mekong Delta Attack is a backward jump. The only action possible during this jump is to press P to produce the second stage, a forward rolling attack. This rolling attack leaves Rolento at a disadvantage on hit and block against grounded opponents, but against airborne foes it causes a knockdown. This makes it most useful by performing the backward jump portion (P P P) first, then only pressing P for a follow-up if your foe jumps forward after you. The strength of punch used determines how far Rolento rolls forward. Once he hits a target, all of the attacks behave the same. This means that if you're actively trying to hit the opposition, there's no reason to use a version other than HP. Lighter-strength versions should be saved for when you'd like the roll to pull up just short of the enemy as a fake. Space the whiffed roll to end right in front of the opponent, and you may have a chance to throw immediately (which will beat opponents who sit still while waiting to block) or poke with low attacks (which will catch enemies who react to the roll by jumping away).

The EX version is projectile invulnerable, and you don't have to commit to it during the initial backward hop—just press P P instead of P before landing for the EX roll. Use it on reaction if they react to the P P P backward hop by tossing a projectile Rolento's way. The EX version deals considerably more damage than the regular rolls on hit without leaving Rolento vulnerable, so look for opportunities to use it.



6 Mekong Delta Air Raid Backward Roll

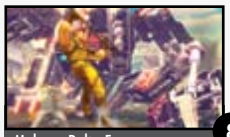


7 Mekong Delta Air Raid Jumping Attack

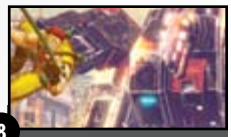
Mekong Delta Air Raid: This is another two-stage movement Special Move. The first input of ↓↙←+P causes Rolento to roll backward. This roll isn't an attack—it's just an evasive maneuver. The heavier the strength of punch used, the further Rolento rolls backward. You build a little Cross Gauge just for performing the roll, so repetitions of ↓↙←+LP can be lucrative if your opponent can't catch up to stop you. During the roll, press P again to perform a canned forward jumping attack that looks like jumping MP but deals less damage and creates less advantage on hit or block. It's possible to link LP after this attack and link into **combo I**. But it's considerably harder than after standard jumping attacks or attacks following Mekong Delta Escape. Also, the follow-up attack only builds more Cross Gauge if it actually contacts the target. So, except as an occasional change-up, stick to using Mekong Delta Air Raid to roll backward and build meter while being annoying and without using the follow-up.

Mekong Delta Escape: Rolento springs backward to the wall behind him, then he springs forward with a wall jump. This wall jump can be directed. Hold → to make Rolento fly more quickly toward the enemy, perhaps crossing them up, leave the input neutral for a jump that aims to land in front of the enemy. Or hold ← to direct the wall jump to land far from the enemy. If you want to fake, you can make it even more abrupt by using Spike Rod to fall straight down just after jumping off the wall and then bouncing backward.

Rolento's time aloft after the wall jump depends on how far from the wall Mekong Delta Escape was initiated. The longer his transit time, the higher he gets, so you'll have the most airtime (and thus post-wall jump direction time) if Mekong Delta Escape is performed while encroaching far into the opponent's side of the screen. If Mekong Delta Escape is performed while Rolento is backed against the wall, less time aloft leads to less options. You won't be able to hold forward to cross over an opponent at full screen distance in time, and jump-in attacks require more precision to actually hit the opponent without whiffing.



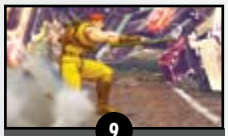
8 Mekong Delta Escape Backward Leap



Mekong Delta Escape Wall Cling

Using different strength buttons to initiate Mekong Delta Escape doesn't create different behavior. The EX version is invulnerable until Rolento jumps off the wall, which makes it an excellent reversal or escape option. If you're feeling pressured by the enemy and you're not certain that EX Patriot Circle will hit, EX Mekong Delta Escape will usually free you from the most immediate threat. You may not be safe just because you escaped a point-blank mix-up, but at least you'll dodge dire close-range circumstances, with a chance to escape further or perhaps even regain momentum after the wall jump.

Patriot Circle: Patriot Circle is both a poke and combo staple attack for Rolento. It's a three-stage attack like Fei Long's classic Rekka Ken sequence. Each sequence is accomplished with another input of ↓↖→+P while the previous stage is in progress. Each version does the same damage and number of hits, so the main difference is the distance traveled. HP Patriot Circle stages move Rolento forward farther than LP Patriot Circle stages. There's a specific, situational difference in that latter stages of Patriot Circle have different juggle potential depending on the button used. LP Patriot Circle has the lowest juggle potential, MP Patriot Circle has the highest, and HP Patriot Circle is in the middle. This just means that you'll use HP Patriot Circles while grounded to cover the most lateral distance and MP Patriot Circles when juggling the opponent.



9 Patriot Circle



10 Patriot Circle 2nd



11 Patriot Circle 3rd

The first stage leaves Rolento at only -1 when blocked, which is tremendous for an attack with its abilities. You can simply backdash immediately to avoid most retaliation. Unless your opponent has something fast and far-reaching to catch the backdash recovery, you're safe. Against characters with slower pokes and reversals, you can be aggressive and attack with standing LP, but don't use this against enemies packing 3 frame light attacks or invulnerable reversals. Do not proceed past stage one if blocked—the latter stages are not as safe!

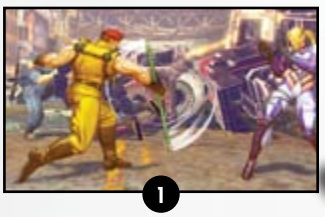
When the first stage of Patriot Circle hits, finish the string of Patriot Circles just like a Rekka Ken. Patriot Circle 3rd pops the enemy into a floating position, allowing you to finish with crouching HK sweep for a knockdown that prevents quick recovery. This puts Rolento in position to set up harassment on the enemy's wakeup or recovery roll with confusing pogo hops. After Patriot Circle 3rd, it's also possible to step forward ever-so-slightly to juggle with crouching MK canceled into either Patriot Sweeper or MP Patriot Circles. But it's very hard outside the corner, and in the corner you can do more after Patriot Circles.

The EX version of Patriot Circle is a single-stage attack that also serves as Rolento's best defensive deterrent because it's invulnerable until it hits! Just like Patriot Circle 3rd, it lofts the target into juggle position on hit. When used by itself as a reversal, EX Patriot Circle leaves a floating enemy closer in mid-air than when used after a hit confirm combo. At -3 on block, it's unsafe to fast punishment, so don't overuse EX Patriot Circles against characters with the fastest attacks. On the other hand, most characters are at greater disadvantage after their reversals fail.

OBEY ME, OR GET OUT! YOU HAVE 5 SECONDS TO DECIDE!

Super Art

Screen	Name	Command	Hits	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Patriot Sweeper	↓↖→+P P P	12	High	10x3, 10x4, 30, 55x4	14	6(13)8(25)11	32	—	-11
Notes										
52 frame freeze before attack begins, invulnerable frames 1-14, causes hard knockdown										



1

Paatriot Sweeper: Rolento's Super Art starts with a three-stage attack that leads to a cinematic finish only if the third stage hits the enemy. If the first two stages hit but the third stage drops a juggled foe, the rest of Patriot Sweeper will not trigger.

If a desperation reversal is what you require, you're better served by using EX Patriot Circle or EX Mekong Delta Escape for half the Cross Gauge. Either of these can lead to good damage if they're successful in shutting down the enemy. They offer about the same damage as Patriot Sweeper and they're less vulnerable if the enemy just blocks, while whiffing Patriot Sweeper is a guarantee that Rolento will be hurt.

It's easy for you to hit confirm into Rolento's Super Art by using his dominant LP attacks and hit confirm link combos into Patriot Circles. However, it's better *not* to complete extended Rolento combos with a Super Art, unless you want to see Super Art damage scaled down to as little as 6%! Instead, when you want to land a Super Art, keep combos short and don't include Patriot Circles before the Super Art, such as using close standing HK, crouching MK ▷ Patriot Sweeper.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Cross Art

Screen	Name	Command	Hits	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	—	↓↘→ + MP MK	2	High	100 (before switching to partner)	67	2	47	—	-27
Notes										
63 frame freeze before attack begins, invulnerable frames 1-8										



It might look like Rolento hits a wide upward arc when initiating a Cross Art. But the swinging hit only strikes right in front of him at roughly shoulder level—out to the edge of the baton swing effect horizontally, but not higher than his head vertically. If an opponent is too high in front of or right above Rolento, this Cross Art starter will miss, even though it looks like his baton ends by pointing straight up!

As with Patriot Sweeper, don't use this to finish long combos because the damage scaling penalties will render it ineffective. And as with Patriot Sweeper, it's an inferior reversal to EX Patriot Circle or EX Mekong Delta Escape, which are both less expensive and safer when they fail. Instead, use it in shorter hit-confirm combos when you need to swap out Rolento or to cap a victory.

OVERVIEW

Rolento is a hit-and-run character whose mobility should be used to dominate his side of the screen. With his excellent pokes, the angle of his Stinger projectile, the pogo bounces of Spike Rod and Trick Landing, and the wall jump of Mekong Delta Escape, the opponent should feel constantly wary of entering Rolento's airspace. He builds Cross Gauge well and doesn't need to use meter for decent core combos, so he makes a good teammate for meter-hungry characters. Possessing multi-hitting attacks with long active periods to hold opponents in place and Special Moves that allow him to switch sides of the screen at will, Rolento is also one of the best Cross Assault and Scramble Battle partners!

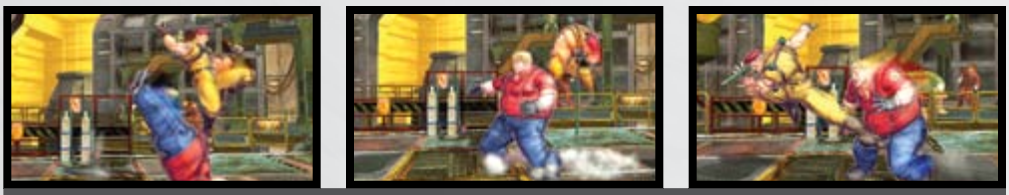


Spike Rod can be used early during forward diagonal jumps, perhaps baiting out whiffed reversals.

Most characters can't keep up with Rolento's movement, and you should use that to your advantage. Rolento can transition to direct jump-in offense or a cross-up attempt from anywhere on the screen. But the first step toward making wall jump and pogo attempts successful is to intentionally *miss* with most of them! Constant use of movement Specials that dance around the opponent *without* actually touching them will do two things. First, it will make anxious opponents whiff attacks while trying to hit Rolento, and you may be able to punish them. Second, once they're wary of getting nailed when trying to hit a running Rolento, you can attack them with movement Specials directly. Think of Rolento's attacks out of movement Specials like the dive kicks of other characters like Rufus, Cammy, and so on. The more you fake with those attacks, the more your opponent will be baited at first and then hesitant to even bother later.

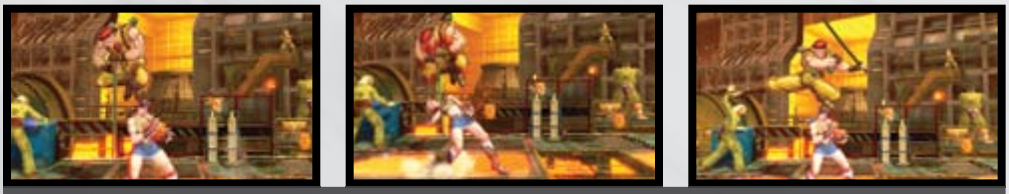
If opponents choose to chase Rolento by jumping forward with attacks, rely on jumping LP to win air-to-air exchanges on short notice. Jumping LP is active in only 5 frames, and the tip of the baton doesn't have a hurtbox for Rolento, ensuring that the attack will beat most air attacks cleanly. Jumping HP might be appealing, and it is a good move, but Rolento is more vulnerable than with J.LP since his hurtbox gets much bigger during HP than LP . Plus, it's just slow enough—taking almost twice as long to hit as jumping LP —to lose against most air-to-air attacks when used late. When you have adequate space and time, it's ideal. Use it when pogo hopping around the enemy at midrange or during an opportunity to jump-in cleanly at a foe.

Rolento's directional orientation doesn't turn around when Spike Rod or Trick Landing are used to pogo around. This means when bouncing back at an opponent you just crossed over but still landing behind them, you should use jumping MK , which hits on both sides! Other jumping attacks will simply miss in the wrong direction. Of course, if you're bouncing *all* the way back over to the original side, jumping attacks will hit just fine and as though you never switched sides—a kind of double cross-up.



Directions don't reverse after jumping over an opposing character and using Spike Rod or Trick Landing. Hold → in the same direction as *before* you crossed over to bounce back to the original side!

Spike Rod's advantage is that it is an attack, and it can abruptly alter the trajectory of jumps. Trick Landing's advantage is that the follow-up hop is more surprising since the spring is less predictable. When bouncing around opponents using Spike Rod and Trick Landing, the jumping normal moves you choose to use on the follow-up hop depend on positioning. The fastest air normal that strikes directly under Rolento is jumping MP , the three-hit baton spin. Jumpking HK is marginally slower but more robust. If either hits during a hop, you will usually be able to land and link into a combo except from the most awkward of hitting angles. Jumping MK is the same speed as jumping HK , so save it for cross-ups, where it's just as effective during pogo hops as it is during jumps. Use MP or HK when bouncing clear over the opponent from the back to the front side, and use MK when bouncing forward, backward, or straight up over the enemy at the right neck-kicking height for a good cross-up. Finally, note that it *is* possible to use jumping HP as a cross-up by aiming the downward swipe of the baton to hit just before Rolento passes over the center of his opponent. You might not predict where Rolento will land, which guarantees that it's even more confusing for your foe!



Hold ↓ during the bounce and use jumping MK to bounce in place and go for a follow-up cross-up, which may trick opponents who expect Rolento to bounce away.

While running and harassing the opponent with Rolento's movement, you can also use Stinger to throw a low-commitment threat their way. This can be especially useful against characters who give up chasing Rolento and resort to throwing projectiles. The initial jump of Stinger allows you to jump over their projectile before throwing a diagonal threat back their way. Use the HK Stinger jump to maximum height and the HP follow-up to keep the Stinger knife out of the path of the opponent's next projectile so it won't be destroyed.

The ultimate goal of all the bouncing around and misdirection is to eventually score clean hits at close range so you can proceed to **combo I** or **II**. Rolento's LP baton pokes are fantastic normal attacks, and can be linked into each other even after walking forward a bit before the next one. Simply walking into the opposing character and poking repeatedly with standing LP can be very frustrating for opponents. They won't know when you might stop and go for a throw, a low poke, or pause to give them a small gap before poking again with LP . Neither standing nor crouching LP hits low, though. In order to check the opponent's low block, you must sometimes poke with crouching MK canceled into the first stage of Patriot Circle. You're actually better off doing the cancel than just poking with naked cr.MK : Rolento is left at only -1 after a blocked Patriot Circle 1st, while he's at -3 after blocked cr.MK . If the opponent is blocking, *do not* perform the second or third stages of Patriot Circle. Just stop after the first one and continue. Backdashing will avoid anything the opponent tries up close, although if they have a far-reaching Super Art or Special Move, they can punish the later portion of your backdash. Against characters like Julia or Ken, who are loaded with Cross Gauge, you may prefer to simply block.

Rolento's combos and movement-oriented Special Moves can build considerable Cross Gauge, yet he doesn't need to use much Cross Gauge to inflict solid damage and to press momentum. With Rolento on point, you'll primarily save Cross Gauge to get out of trouble. EX Patriot Circle is invulnerable up to and including the first active frame, making it a great ground reversal. EX Mekong Delta Escape makes Rolento invulnerable until he jumps off the wall. He has an ideal place to Switch Cancel mid-combo to a teammate in either Patriot Circle 3rd or EX Patriot Circle—juggle potential will be reset for the incoming partner to maximize their juggle, and the enemy is lofted into perfect position. Tagging to a teammate after hit confirming with Patriot Circles comes at a price, however, as each stage of Patriot Circle counts toward damage scaling. Apart from using EX moves to escape trouble, standing MP also serves as good anti-air from the front because Rolento ducks slightly, shrinking his hurtbox while the baton extends upward without a vulnerable portion the enemy can hit. Close standing HP doesn't shrink Rolento's hittable area, but it also extends the baton away from him slightly, allowing it to beat out many incoming jump attacks. It's also cancelable, so as a safety measure you can perform something like cl.HP ▷ Mekong Delta Escape or Mekong Delta Air Raid to both perform anti-air and gain separation.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.MK ▷ ↓↘→ + P x3, cr.HK

240 damage

This is Rolento's staple combo, and just about any hit confirmation leads to it. This combo can be preceded by linking several light punches into it. This is great for hit confirming a link from standing or crouching LP into crouching MK. But doing more than three light punches into crouching MK will adversely affect the combo damage by heavily scaling the sweep at the end—with three light punch pokes into this combo, the damage is barely less at 231 and with four light punches the damage drops to 217. If you used a jump-in attack to start the combo, you should hit-confirm using only one or two light punches into cr.MK.

EX Patriot Circle can be used in place of regular Patriot Circles. Although it inflicts less raw damage, it's only one attack rather than three—EX Patriot Circle will not degrade the damage of whatever you do afterward as much as regular Patriot Circles. This also means using a Switch Cancel from EX Patriot Circle will lead to a more damaging juggle for Rolento's partner. However, then you're using two blocks of Cross Gauge, not counting whatever you want to do with Rolento's teammate. At this point, it might be better to use as few linked pokes as possible to combo into Rolento's Super Art, unless it's vital to swap out Rolento so he can recover some vitality.

II. Cl.HK, cr.LP, cr.MK ▷ ↓↘→ + P x3, cr.HK

296 damage

This is an idealized, hit-confirmed version of the first combo. Rolento's standing HK is a great poke, leaving him with plenty of advantage to link crouching LP. After that, link to cr.MK canceled into Patriot Circles. The combo must start with close standing HK in order for the whole thing to work. Set this up by performing cross-up jumping MK first or by walking in and using it point-blank when your opponent is expecting you to either go for a throw or poke with light punches.

This combo pushes them too far for Patriot Sweeper to work consistently in place of Patriot Circles. It also doesn't work against a cornered foe. In these cases, the combo is fixed by just omitting one of the links after close standing HK. Using cl.HK, cr.LP is easier. But cl.HK, cr.MK yields more damage. The link from cl.HK to cr.MK is harder than either link in the standard combo, but at least there's only one link to complete instead of two.

For an easier link combo that accomplishes the same purpose (outpacing **combo I** for damage) you can also use crouching MP, crouching MK ▷ Patriot Circles. This has an added bonus in that the triple-hitting cr.MP baton twirl gives you plenty of time to verify the hits before linking crouching MK, and the link is also easier compared to the standard links in **combo II**.

III. Cl.HP ▷ ↓↘→ + P P, step forward, st.HK, cr.HK

345 damage, 1 block

If the opponent makes a big mistake right in front of you, use this easy combo to punish them for a lot of damage at a low cost. If you have a full Cross Gauge and want to maximize the opportunity, step forward after EX Patriot Circle and juggle with close standing HP ▷ Patriot Sweeper for up to 512 damage!

EX Patriot Circle is also Rolento's best (and really, only) striking reversal, with huge invulnerable and active periods. Landing naked EX Patriot Circle as a reversal allows you to finish the combo in the same way, with standing HK and then crouching HK for 282 damage. (Or, step forward cl.HP ▷ Patriot Sweeper for up to 443.)

Using regular Patriot Circles in punish combos leads to less damage just because of damage scaling, and using EX Patriot Circle after other good starting sequences like cl.HK, cr.MK will push the enemy too far away for you to juggle them with the two heavy kicks at the end.

IV. ↓↙← + K K (wall jump), J.MK, cr.MK ▷ ↓↘→ + P x3, cr.HK

280, 1 block

An escape alternative to EX Patriot Circle is available. Sometimes you might not be certain that EX Patriot Circle will work, such as against ambiguous jump-ins. As with Ryu's Shoryuken, EX Patriot Circle will sometimes miss in these situations because Rolento moves forward. EX Mekong Delta Escape is the better panic option when you're unsure. After bouncing off the wall, and depending on the enemy's position, you might land a brutal, lightning-quick retaliatory cross-up. Other jump-ins can be used, of course, like J.HK or J.MP from the front side (or even a precisely aimed J.HP to produce a cross-up or fake cross-up that is basically unblockable on reaction), and other combos can be used on the ground. This is just the easiest, most consistent example of a follow-up off a successful escape wall jump.

V. Cl.HK, cl.HK, cr.MK ▷ cr.HK

Requires cornered opponent, damage varies due to damage scaling

After hitting the enemy with Patriot Circle (regular or EX) in the corner, Rolento has more damaging juggle options available than at midscreen. Juggle the enemy with the initial two standing heavy kicks as soon as possible, then chain crouching MK into crouching HK to finish the juggle with a hard knockdown. It's also possible to cancel crouching MK into MP Patriot Circles for a fun ender that does a little less damage but builds slightly more Cross Gauge.

Combo Appendix

Sequence	Notes
Cl.HK, cr.LP ▷ cr.MK ▷ st.HP ▷ HP/HK	Hit confirm into Cross Rush
St.MK, cr.MK ▷ cr.HK	Ender after Switch to Rolento
Cr.HP, cr.MK	Trial 9; 1 frame link
Cr.MP, st.MK	Trial 10
Cl.HK, st.HK	Trial 11; 1 frame link
J.MK, cr.MK ▷ ↓↘→ + P x3, cr.HK	Trial 12
↓↙← + P ▷ P, st.LP ▷ st.MP ▷ st.HP	Trial 13
Cl.LK, st.LP, cr.LP ▷ st.MK ▷ cr.HP	Trial 14
St.LP, st.LP, st.LP, st.LP ▷ cr.MK ▷ ↓↘→ + P P, cr.HK	Trial 15; for cr.MK to reach, walk forward slightly between each st.LP link
→↓↘ + K K ▷ P, ↓↘→ + P P P	Trial 16; corner opponent and juggle with cr.MK before Patriot Sweeper
↓↙← + K, J.MK, cl.MK, st.LP ▷ cr.MK ▷ ↓↘→ + P P, cr.HK	Trial 17
→↓↘ + K ▷ P, cr.MP, st.LP ▷ cr.MK ▷ ↓↘→ + P P, cr.MK, cr.HK	Trial 18; requires cornered foe
↓↘→ + P P, → + MK, → + MK, cr.MK ▷ st.HP ▷ ↓↘→ + P P	Trial 19; requires cornered foe
↓↙← + P P ▷ P, st.HK, cr.MK ▷ ↓↘→ + P x3, ↓↘→ + P P P	Trial 20; 1 frame link to st.HK, 2 frame link to cr.MK; requires cornered foe

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

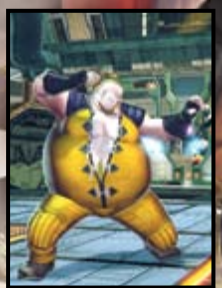
From the Library of Chris Miller

Rufus

Graceful Heavyweight

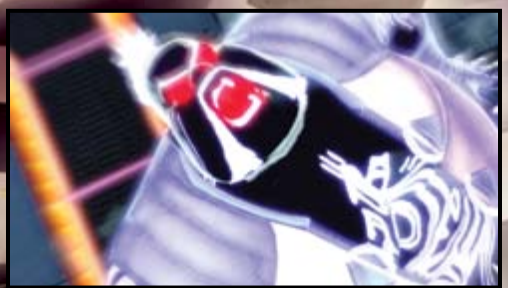
An American fighter who toys with his opponents with a body that moves with unimaginable speed. He is so infatuated with himself that he even ignores his opponents during a match while heaping nothing but praise on himself. He views Ken Masters as his bitter rival, but constantly mistakes anyone wearing a karate gi or sporting blonde hair as Ken, and often gets into unnecessary fights. Zangief contacts Rufus and the two of them decide to secure the mysterious "box" for themselves.

Win comment 1: Candy's taken up an interest in gardening lately, so I'm trying to raise this cactus I found while I was biking through the desert…
Win comment 2: An admirable effort, but I guess without charisma that's the best you can do. Cheer up, not everyone can be as studly as me!
Win comment 3: Achoo!


Color 1


Color 2


Super Heavyweights


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

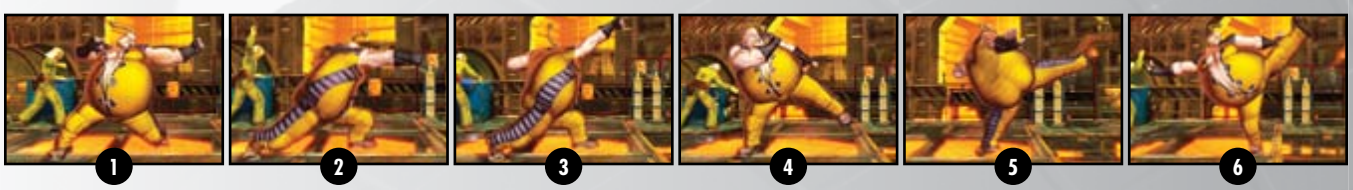


DATA ARSENAL

Vitality	1000
Forward Dash Duration	20 frames
Backdash Duration	8 frames invulnerable, 16 frames airborne, 3 frames grounded (27 frames total)
Pre-jump Frames	4 frames
Vertical Jump (and High Jump) Duration	38 frames (38 frames)
Diagonal Jump (and High Jump) Duration	38 frames (38 frames)

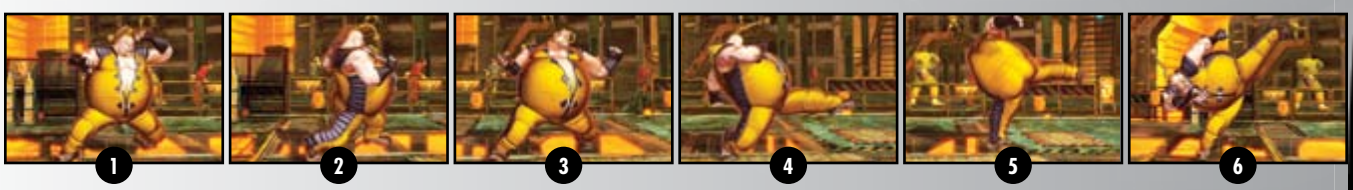
Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	6	2	9	+6	+2	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
2	Standing MP	High	60	7	2	15	+4	0	—	—
3	Standing HP	Crouchable high	90	9	4	17	+4	-1	—	—
4	Standing LK	High	30	6	2	12	+3	-1	—	—
5	Standing MK	High	60	10	2	18	+1	-3	—	—
6	Standing HK	High	90	17	2	17	Floats	+1	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	4	3	9	+5	+1	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
2	Close standing MP	High	60	5	2	14	+5	+1	SM, EX, SA, CA	—
3	Close standing HP	High	90	6	4	21	+1	-5	SM, EX, SA, CA	Forces standing
4	Close standing LK	High	30	4	2	8	+7	+3	—	—
5	Close standing MK	High	60	7	2(4)3	14	+4	0	1st hit SM, EX, SA, CA	—
6	Close standing HK	High	90	8	2	25	-1	-7	—	—

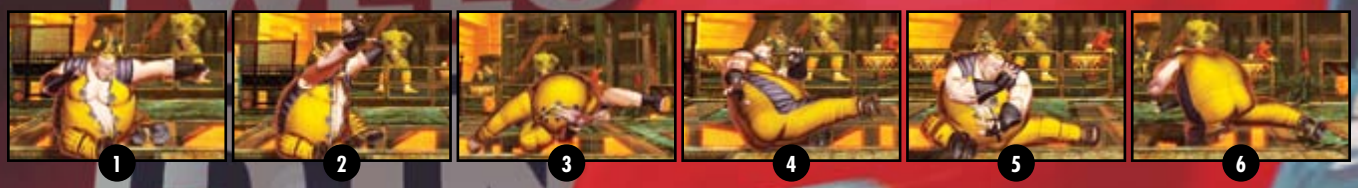


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

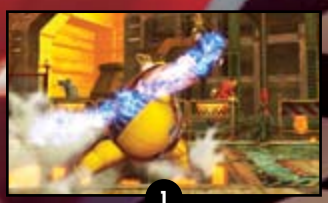
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	2	11	+4	0	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
2	Crouching MP	High	60	7	3	15	+3	-1	SM, EX, SA, CA	—
3	Crouching HP	High	90	14	2	34	-11	-16	SM, EX, SA, CA	Crumples on Counter Hit
4	Crouching LK	Low	30	4	2	12	+3	0	SM, EX, SA, CA	Rapid fire cancelable to light normal moves
5	Crouching MK	Low	60	6	1	19	+1	-3	SM, EX, SA, CA	—
6	Crouching HK	Low	90	12	2	25	Sweep knockdown	-7	—	—



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



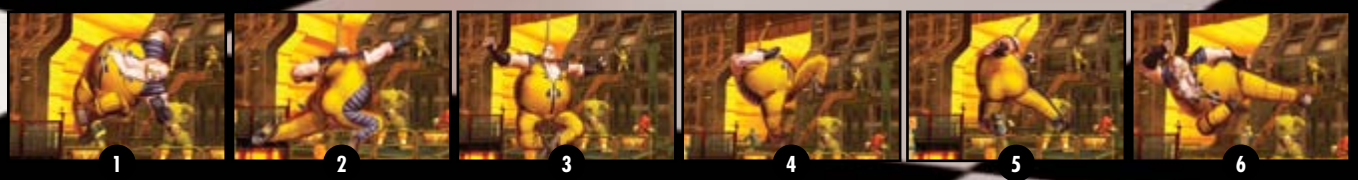
Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	30, 60	10	8(6)2	19	Hard knockdown	0
Notes								
Similar to LP Galactic Tornado, full body invincibility frames 1-10								



Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	6	7	Until grounded, 4 frames landing	+12	+4	—	—
2	Vertical jumping MP	Mid	70	6	5	Until grounded, 4 frames landing	+16	+5	—	—
3	Vertical jumping HP	Mid	100	5	4	Until grounded, 4 frames landing	+20	+8	—	Hits in front and behind Rufus
4	Vertical jumping LK	Mid	40	5	6	Until grounded, 4 frames landing	+12	+4	—	—
5	Vertical jumping MK	Mid	70	4	6	Until grounded, 4 frames landing	+16	+5	—	—
6	Vertical jumping HK	Mid	100	6	4	Until grounded, 4 frames landing	+20	+8	—	—

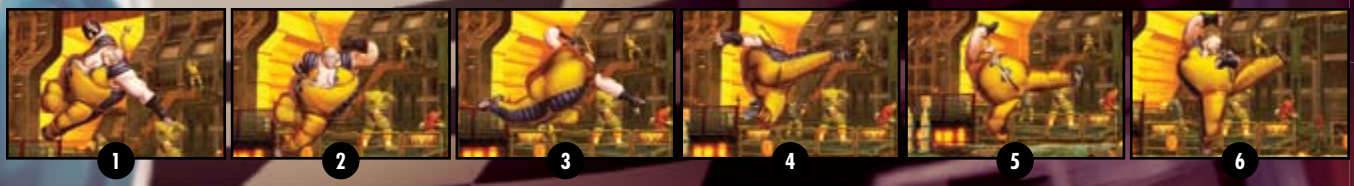


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

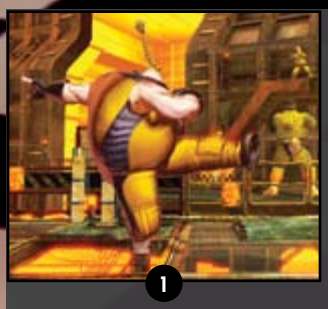
Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	6	6	Until grounded, 4 frames landing	+12	+4	—	—
2	Diagonal jumping MP	Mid	70	6	7	Until grounded, 4 frames landing	+16	+5	—	—
3	Diagonal jumping HP	Mid	100	8	5	Until grounded, 4 frames landing	+20	+8	—	—
4	Diagonal jumping LK	Mid	40	6	7	Until grounded, 4 frames landing	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	7	5	Until grounded, 4 frames landing	+16	+5	—	—
6	Diagonal jumping HK	Mid	50, 50	7	3(4)3	Until grounded, 4 frames landing	+20	+8	—	Knockdown on airborne foe

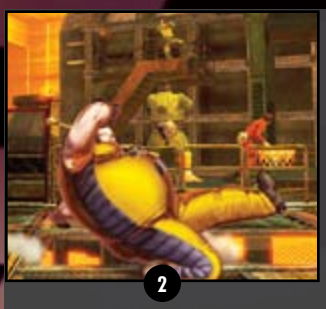


Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vulture Kick	⇨ + MK	Mid	80	21	2	16	-1	-5	—	Airborne frames 10-24, no lower body hitbox frames 10-20
2	Glory Kick	⇘ + MK	Low	70	21	2	12	+3	-1	—	—
3	Fragrance Palm	⇨ + HP	High	80	13	5	20	Floats	-7	SM, EX, SA, CA	Hits in front of and behind Rufus
4	Falcon Kick	(in air) ⇘ + MK	High	60	13	Until grounded	Until grounded, 4 frames landing	+16	+5	—	Can perform during any jump
5	Target Combo	LK ▷ ⇨ + HK	High	80	12	2	21	Floats	-6	—	—



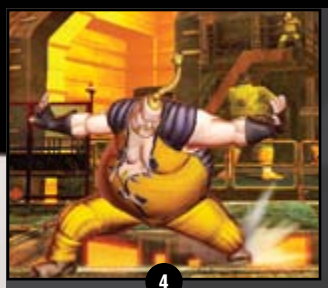
Vulture Kick: Rufus quickly hops in the air and delivers a mid attack against his opponent. This attack is Rufus' only mid attack outside of jump-ins, but it leaves Rufus at disadvantage on hit, which can cause your offense to stall even if your attack is successful. It is very punishable if blocked, leaving Rufus open for big damage for attempting a relatively low damage attack. It's best to make sporadic use of this attack and save it for when it can K.O. a character. The less you use this attack, the less your opponent will remember that Rufus has it!



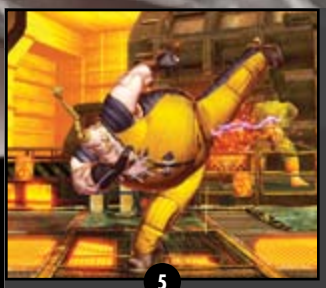
Glory Kick: Rufus performs a cartwheel and kicks at his opponent's legs, giving him a relatively quick low attack that can be performed when far from an opponent. This attack is useful for closing the distance against opponents who are looking to stop you from approaching with Falcon Kick. Unlike *Street Fighter IV*, your opponent doesn't have a Focus Attack in this game, making it harder to defend against! If Glory Kick manages to Counter Hit, you can verify on reaction into a combo by adding a crouching LP afterwards. If you have the meter, you can cancel into EX Galactic Tornado and get a wall bounce combo or simply Boost Combo into crouching HK to score a hard knockdown. Don't overuse this attack, since it can be easily countered by a vertical jump if your opponent expects it.



Falcon Kick: This aerial attack causes Rufus to completely alter his aerial trajectory and fall with a kick down toward the opponent. This unique attack is an important part of Rufus's offense and a unique tool in general, as it can be used during any diagonal or vertical jump. Falcon Kick has a variety of uses, depending on the situation: it can be used to avoid projectiles and close the distance against zoning characters; it can quickly attack an opponent that is trying to throw; it can cross-up an opponent while they're waking up; and it can keep offense going while pressuring an opponent! Even though Falcon Kick can be stopped by invulnerable reversal attacks and mashing, generally your opponent will have to guess: in most situations Falcon Kick strikes an opponent before they have a chance to react. Performing an instant Falcon Kick by jumping and immediately performing the attack can prompt your opponent to throw out a wild reversal, giving you the chance to punish their mistake! Despite its strengths, Falcon Kick is not quite as good as it was in *Street Fighter IV*—it has longer startup, leaving you with less frame advantage when it's blocked, and it can't be performed as low to the ground, since Rufus's jump is much faster now. It is still very strong and is Rufus's best tool on both defense and offense.



Fragrance Palm: Rufus pauses then delivers a huge punch to both of his sides, which sends the opponent flying when it hits. Midscreen this attack has very few uses, because it is fairly slow and knocks the opponent far away, making it nearly impossible to follow with a combo. If it's blocked, it's very unsafe unless cancelled into Galactic Tornado. In the corner it becomes a very useful tool for extending combos: it floats the opponent in the air long enough and high enough to allow you to combo nearly anything afterwards. So, it is best to save this move for juggle combos in the corner.



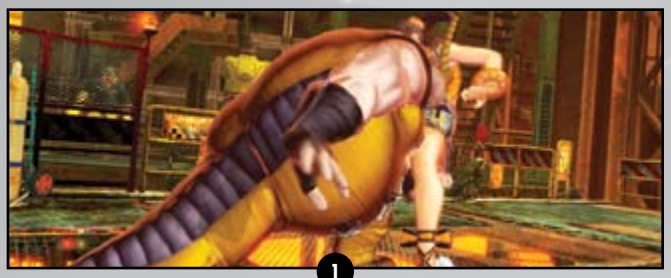
Target Combo: Rufus's only Target Combo can be performed whenever close or far standing LK connects with an opponent. When successful, this tactic sends the opponent flying in the air and leaves them open for a combo anywhere on the screen. The Target Combo is very unsafe when blocked, so as a general pressure tool it's inferior to standing HP cancelled to Galactic Tornado. You can still use it aggressively and wait to cancel into it by first verifying a hit off a successful jump-in, Falcon Kick, or 2-3 hits of linked standing LK. This lets you convert a glancing hit into huge damage. Target Combo is also useful whenever Rufus is tagged in from a Switch Cancel or a Cross Rush, since standing LK is fast enough and quick enough to connect off even a low-altitude launch. Check out the Combo Usage section for more information on how to best use Target Combo.

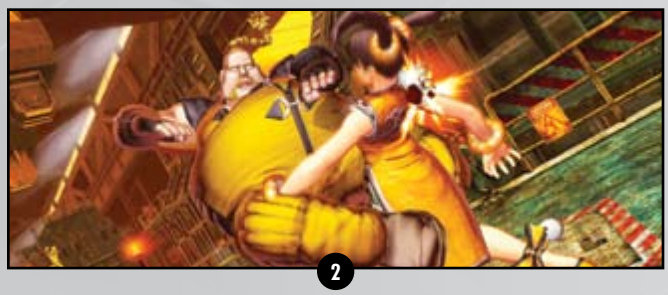
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Head Bazooka	⇨ or N + LP LK	Throw	130	7	2	20	Hard knockdown
2	Hand Machinegun	⇦ + LP LK	Throw	120	7	2	20	Hard knockdown

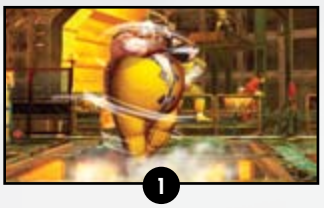

1

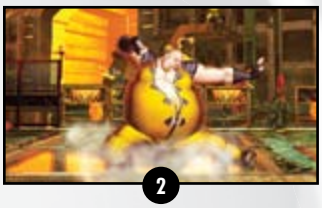

2

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Galactic Tornado	⇩⇘⇨ + LP	High	30, 50	11	8(6)2	21	Knockdown	-2	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, hits count as projectiles, can destroy one projectile hit
	MP Galactic Tornado	⇩⇘⇨ + MP	High	20 x 2, 60	15	21(5)2	22	Knockdown	-1	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, hits count as projectiles, can destroy one projectile hit
	HP Galactic Tornado	⇩⇘⇨ + HP	High	20 x 2, 80	16	21(5)2	22	Knockdown	-2	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, hits count as projectiles, can destroy one projectile hit
2	EX Galactic Tornado	⇩⇘⇨ + P P	High	0, 160	14	19(4)1	17	Wall bounce	-1	—	Can be Super Charged: 100 frames for Super Art, hits count as projectiles, can destroy one projectile hit, first hit pulls foe towards Rufus
3	LP Snake Strike	⇨⇩⇘ + LP	High	40 x 4	9	1(3)1(3)1(4)1(3)1	18	+7	+4	—	Airborne frames 1-27
	MP Snake Strike	⇨⇩⇘ + MP	High	40 x 5	8	1(3)1(2)2(3)1(3) 1(3)1(3)2	20	+5	+2	—	Airborne frames 1-35
	HP Snake Strike	⇨⇩⇘ + HP	High	40 x 5	7	1(3)1(2)1(3)2(2) 1(3)1(3)1	31	+4	+1	—	Airborne frames 1-34
	EX Snake Strike	⇨⇩⇘ + P P	High	30 x 7	8	1(1)2(1)1(2)2(1) 1(2)1(2)1	28	—	—	—	Full body invulnerability frames 1-11, airborne frames 1-40, misses against standing characters
4	LK Messiah Kick	⇩⇘⇨ + LK	High	90	25	2	31	-3	-6	—	No lower body hurtbox from frames 1-34, airborne frames 11-34
	MK Messiah Kick	⇩⇘⇨ + MK	High	100	27	2	25	-5	-9	—	No lower body hurtbox from frames 1-39, airborne frames 11-39
	HK Messiah Kick	⇩⇘⇨ + HK	High	120	36	2	44	0	-3	—	No lower body hurtbox frames 1-42, airborne frames 11-42
	EX Messiah Kick	⇩⇘⇨ + K K	High	20 x 5	13	3(1)2(1)2(1)2(8)2	34	-9	-13	—	Full body invulnerability frames 1-18, airborne frames 12-40
5	Messiah Kick > High Attack	(after Messiah Kick) LK	High	80	13	4	19	Knockdown	-17	—	Full body invulnerability frames 1-12
6	Messiah Kick > Low Attack	(after Messiah Kick) MK	Low	100	20	2	16	Sweep knockdown	+1	—	Does not combo after Messiah Kick
7	Messiah Kick > Mid Attack	(after Messiah Kick) HK	Mid	100	24	6	16	Hard knockdown	0	—	Airborne frames 10-29, does not combo after Messiah Kick

Galactic Tornado: A spinning, moving attack that can destroy projectiles and is -1 on block, so it can only be punished by 1 frame attacks like Julia's Iron Mountain Rush. The LP version can combo off a crouching LK or LP, giving you a quick combo off a random connected weak attack hit if you don't have any meter. The LP version is also the fastest of the attacks, allowing you to quickly destroy a projectile that you don't want to block or to obtain some extra style points. The MP and HP versions are nearly identical, but the HP version deals more damage, making it the better option in combos and as a pressure tool. You can guide the MP and HP versions of the attack towards an opponent by holding forward. Note that you cannot move backwards, so Rufus won't be able to move backwards to safety against reversals that can punish the attack. For extra damage, you can Switch Cancel the HP version because it keeps your opponent in hitstun long enough for your partner to arrive on screen and continue a combo. The EX version stays in place and creates a vacuum that sucks in the opponent before punching them. You can use EX Galactic Tornado to whiff punish enemies who are less than a half screen away. If your opponent is too far, the vacuum will end before they're in the punch's range, leaving you vulnerable and your opponent close enough to punish the mistake. The EX version also combos off crouching LP, LK and Boost Combos, giving Rufus a big damage 4 frame punish. You can also combo from maximum range crouching MK, which can be used in footsies: input crouching MK cancelled to Galactic Tornado just outside of your crouching MK range. If your opponent sticks out a move, Rufus's crouching MK will hit it and automatically cancel into EX Galactic Tornado! If performed correctly, the EX Galactic Tornado will only come out if the opponent is hit or blocks the crouching MK. If your opponent tries to walk into crouching MK range, they'll get hit by the attack! Your first few tries will result in whiff MK followed by whiff EX Galactic Tornado, but keep practicing because this is a very useful technique to learn. If EX Galactic Tornado hits, it will bounce the opponent off the wall, giving you the chance to land a huge combo midscreen. Check the Combo Usage section for some examples on big damage EX Galactic Tornado combos.


1

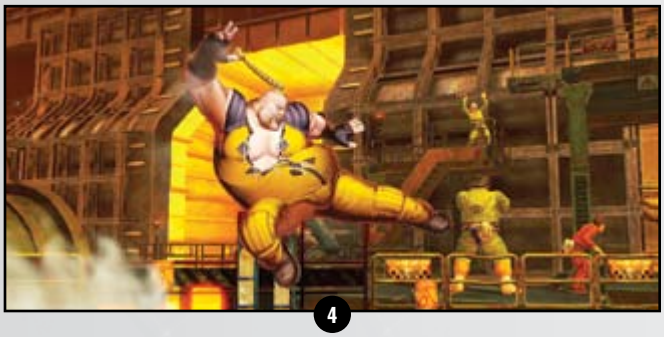

2

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

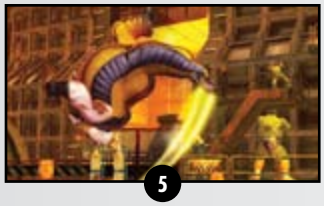


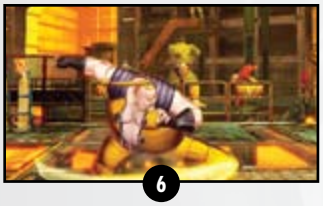
Snake Strike: Rufus takes to the skies, unleashes a flurry of attacks, and puts any airborne opponent into a vortex of pain! As an anti-air tactic, Snake Strike isn't particularly useful, since the normal versions do not have invulnerability. The EX version is invulnerable, but timing it to hit your opponent anti-air is very difficult and leaves you open for a huge combo if you miss. If you want to use either version anti-air, you'll need to perform them almost immediately after your opponent jumps in order to meet them in the air. Even though it starts off the ground on the first frame, it's not particularly useful against low ground attacks either. Standing attacks will beat it and most characters can avoid it by ducking, which is how most low attacks are performed. If you're expecting a throw, you can combo off a connected LP Snake Strike. However, it is possible get more damage with less risk by performing an instant Falcon Kick. Snake Strike truly shines in combos, as both the normal and EX versions do huge damage and have the highest juggle potential of any of Rufus's attacks. The HP version deals 200 damage and is one of the most damaging striking attacks in the game. The EX version deals 210 damage and has a very high juggle potential, connecting with all its hits at the end of any combo! Check the Combo Usage section for more details on how to end combos with this attack.



Messiah Kick: Rufus flies toward his opponent and throws out a kick, which can then be cancelled into one of three follow-up attacks that are covered in their own section. The normal versions of Messiah Kick are primarily for attacking projectile-throwing characters from long range. But these attacks do not have projectile invulnerability, making it fairly difficult to get past them. The button pressed determines the distance the Messiah Kick will travel. The LK version travels barely in front of Rufus while the HK version travels nearly full screen. While it's less useful against projectiles, the EX version is a completely invulnerable reversal attack, capable of getting Rufus out of any sticky situation! Use EX Messiah Kick to stop your opponent from pressuring you on the ground after a knockdown or through a hole in their block pressure. While it's fully invincible, it's almost useless as an anti-air: you'll miss most of the hits and typically be unable to connect with the High Attack follow-up. Try to have one block of Cross Gauge available at all times to keep the threat of a reversal EX Messiah Kick in your opponent's mind.

Messiah Kick > Mid Attack, Low Attack, High Attack: There are three follow-up attacks to the Messiah Kick: a leaping mid attack, a sweeping low attack, and an invulnerable flip kick that combos off of any connected Messiah Kick. If your Messiah Kick is blocked, these follow-up attacks put your opponent into a difficult mix-up because the mid and low follow-up attacks are both safe on block. After a blocked Messiah Kick, the Mid Attack is your best option in most cases. Unlike *Street Fighter IV*, your opponent doesn't have a Focus Attack to stop you from doing it and it can easily hit enemies who try to vertical jump and punish it! While the Low Attack gives you an advantage, it is fairly slow and leaves Rufus on the ground, offering your opponent a chance to retaliate with a full combo if they're looking for it. The Mid Attack is airborne immediately, so even if you do get hit out of the attack, you won't suffer much damage. Characters with invulnerable reversals can stop the Mid/Low mix-up before it starts, so you may need to throw out the High Attack follow-up to beat or trade with your opponent's reversal. If your Messiah Kick hits, cancel into the High Attack as the others don't combo and don't deal enough damage to take a risk on a reset. If you have Cross Gauge to spare, you can add some extra damage by using a Switch Cancel to juggle your opponent after a hit.







Super Art

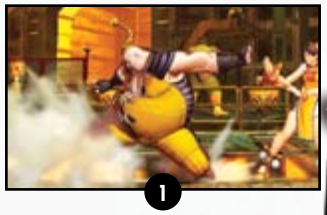
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Big Bang Typhoon	↓↘→ + LP MP HP	High	20 x 3, 15, 25, 10, 20, 10, 30, 20, 30, 10, 30, 10, 30, 10, 9, 1	9	3(2)3(2)3(2)3(2)3(2)3 (2)3(2)3(2)3(2)3(2)3 (2)3(2)3(2)3(2)3(2)3(2) 3(2)3(2)3	87	Hard knockdown	-73
Notes									
72- frame cinematic freeze before attack begins, full body invulnerability frames 1-19									



Big Bang Typhoon: Rufus turns into a tornado of punches, swinging in front and behind him until an enemy is locked within his vortex. It functions differently than the *Street Fighter IV* incarnation in two important ways: it does not have a vacuum effect and it isn't entirely projectile invulnerable, making it worse against zoning. However, it always hits for full damage and is an excellent anti-air attack! It's best to save Big Bang Tornado for use in combos or as anti-air, since it has over a full second of vulnerability after the attack is finished! This super has fairly low juggle potential, so check out the Combo Usage section for some examples of when and where you can use this Super Art in a combo.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↘→ + MP MK	High	20, 10 x 2, 5 x 4, 10, 30	9	2	51	Switch into Partner Super	-30
Notes								
62-frame cinematic freeze before attack begins, full body invulnerability frames 1-9 & frames 46-51								



Cross Art: Rufus's Cross Art starts with a fairly standard punch and ends with a shorter version of his famous Ultra from *Street Fighter IV*. Like many Cross Arts, it's invulnerable until the attack has finished, so it is best to save for use only in specific combo situations. Mysteriously, there are 5 frames of invulnerability at the end of the attack, but there are no ways to use this to your advantage. Check the Combo Usage section for details on how to best use this Cross Art in Rufus's damaging juggle combos.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

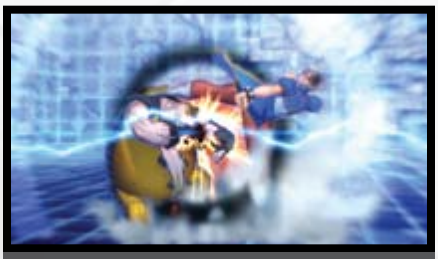
From the Library of Chris Miller

OVERVIEW

Rufus is primarily a close range pressure character, but he can attack his opponent at long ranges using his crouching HP. It's a slow attack, but you can use it to hit an opponent who is whiffing moves for meter or to entice them to move closer to you. If crouching HP hits, you can cancel it into Launcher from midscreen. It crumples on Counter Hit, allowing you to close the distance on your opponent or connect a full combo! Be wary of attacking with crouching HP within your opponent's jump-in range, since it has very long recovery and can be punished if your opponent jumps over it. Many characters can punish crouching HP on block and several characters including Chun Li, Yoshimitsu, and Cammy can punish it even if it hits. So, be cautious when using it against opponents, especially if they have meter.



Rufus's crouching HP has enormous reach and can attack opponents from full-screen…

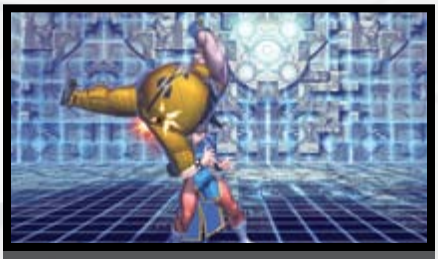


…but many characters can punish the attack even if it hits!

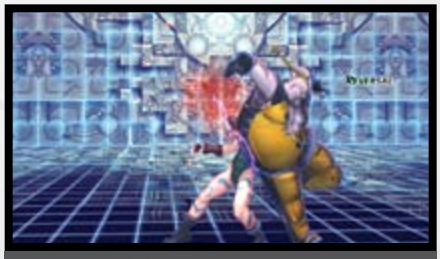
Generally, from long range you should look for ways to get close to your opponent. If you expect your opponent to throw a projectile, you can quickly close the distance with HK Messiah Kick into the safe Mid or Low Attack follow-ups. If your opponent is looking for it, they can easily counter the Messiah Kick by jumping. So, it is important that you don't rely on it too heavily. If your opponent is expecting you to take to the air, Glory Kick can quickly move Rufus across the ground toward the opposing character and then leads to a combo if it Counter Hits! If your opponent avoids Glory Kick by neutral jumping, they can hit you with a full jump-in combo. Don't be too predictable!

Instead of throwing out attacks, it's best to inch your way forward and look for a chance to use Falcon Kick against your opponent. Falcon Kick gives Rufus the unique ability to alter his jump arc during a vertical or diagonal jump, making him difficult to anti-air. To counter a Falcon Kick from the ground, your opponent must quickly react to your jump-in, allowing you to perform a mix-up with your approach timing. Jump and quickly use Falcon Kick to make your opponent flinch. If they react with an anti-air attack that has a long recovery, punish them with a crouching HK or a full combo if they're close enough. If your opponent isn't reacting to your fakes, defy their expectations for a whiffed Falcon Kick with jumping HP. Your opponent will have to stick out an anti-air early to stop the Falcon Kick, giving you the chance to counter with your jump HP!

Falcon Kick can also be used to defeat your opponent's pokes, especially low pokes like Kazuya's crouching MK. The threat of a Falcon Kick should be enough to keep your opponent from throwing out big pokes, so you can often advance safely by walking toward your opponent and occasionally performing instant Falcon Kicks. Once you're close enough to reach with standing MP or MK, you can safely poke at your opponent and Boost Combo into a crouching HK for a hard knockdown. After a hard knockdown, you can easily start your close range offense!



Rufus's jumping MK works great as a cross-up against every character in the game!



Falcon Kick a grounded opponent at the back of their neck to avoid their reversal!

Up close, you should generally pressure your opponent with walking standing close LK and MP. Both give Rufus considerable frame advantage and can be converted into a combo on hit. Pressure with two standing close LK at a time, and if you see the first LK hit, cancel into Target Combo for a meterless combo or spend Cross Gauge and Boost Combo into MP, HP ▷ EX Galactic Tornado. Check the Combo Usage section for the best combos to use after your close attacks hit. Against some characters, you can link crouch MK after two LK. But this is a fairly difficult link. Against many characters midscreen HP Galactic Tornado won't combo, so you'll need to use EX Galactic Tornado for a full combo.

If your opponent blocks the standing close LK, you are in a good position to use a mix-up, depending on what you think your opposition will do. If you expect them to sit and block, throw them. If you think they'll mash buttons to counter your throw, Counter Hit them with HP cancelled into HP Galactic Tornado. If you think they'll tech a throw, perform an instant Falcon Kick to beat their throw attempt. If you anticipate they will use an invulnerable reversal, block. Of these options, Falcon Kick is the most effective. It leaves you at an advantage and gives you the opportunity to keep pressure on your opponent. Galactic Tornado does some chip damage to your opponent and is safe against most characters, since only one frame moves can punish it. However, this does place Rufus at very slight disadvantage and can potentially stall your offense. While Rufus's Vulture Kick is a fairly quick mid attack, it's slightly unsafe on hit and punishable by most characters on block, making it only useful when your opponent is very low on health.

After a knockdown, you can alter the side on which you hit your opponent by performing Falcon Kick late or early. Rufus can also cross up with diagonal jumping MK, which is both difficult for your opponent to see and easy to convert into a full combo. You should generally time your jump-in mix-ups to hit an opponent after a Quick Roll, since most of Rufus's combos end in soft knockdowns. If your opponent doesn't Quick Roll, Falcon Kick recovers quickly enough for you to perform another Falcon Kick again in order to keep the mix-up going! If your opponent has an uppercut-type reversal, you can always make it miss by performing a meaty Falcon Kick aimed at the back of your opponent's neck. If it doesn't beat the reversal, the reversal will still miss Rufus, giving you the chance to knock your opponent down again!

As in *Street Fighter IV*, Rufus has a safe jump set-up after a connected HP Galactic Tornado. Jump toward your opponent immediately after the attack is finished and attack with jumping HP to deliver an attack many reversals cannot punish! Fast reversals like Ryu's Shoryuken can still punish it, but slower reversals such as Sagat's Tiger Uppercut cannot. Learn how fast your opponent's reversals are before attempting this technique. Unlike *Street Fighter IV*, Rufus no longer has a safe jump after Hand Machinegun, since the throw leaves your opponent much closer. If you jump and attack against a character with fast reversals, however, Rufus will pass directly over the reversal giving you the chance for a huge punish! Rufus's Falcon Kick also gives him an easy way to alter his meaty pressure against opponents that Forward Roll. Aim a meaty Falcon Kick at your opponent and prepare to jump and Falcon Kick again if you see them Forward Roll. If you absolutely expect a forward roll, whiff a Falcon kick in front of a downed opponent, then quickly jump toward your rolling opponent and use Falcon Kick to keep them guessing as to which side they'll need to block.

Without meter, Rufus's defense is rather poor. In pressure situations, you should block until an opening occurs to interrupt your opponent with a crouching LP or LK. If you have Cross Gauge, Rufus's EX Messiah Kick is an invulnerable reversal that can quickly reverse the flow of the match and is mostly safe on block, if you make your opponent block the Mid or Low Attack follow-ups. Simply showing your willingness to use EX Messiah Kick is valuable in itself. Since the best way for opponents to counter EX Messiah Kick is by jumping backward, if they jump away trying to punish an EX Messiah Kick you didn't perform, then you've successfully escaped a bad situation without using any Cross Gauge! EX Messiah Kick is fairly strong on its own, so it's best to use that instead of trying to use Rufus's Cross Cancel. EX Messiah Kick does more damage on a successful reversal and places you in a better situation if your opponent blocks. If you think your opponent is going for a throw, defeat the throw attempt by performing an instant Falcon Kick instead of trying to break the throw. This technique is riskier than it was in *Street Fighter IV*, since an opponent that Counter Hits your Falcon Kick can use *Street Fighter X Tekken's* juggle system to convert into a huge combo! If you guess correctly on a throw, you can easily reverse the flow of the match and convert the opponent's throw attempt into a huge combo.



Crouching MP is a very effective anti-air, but it won't work against a jump-in directly over Rufus' head.



EX Messiah Kick is a powerful reversal attack, but if your opponent avoids it by jumping back, you will suffer huge damage!

Against airborne opponents, it's best to avoid EX Messiah Kick. While it can beat your opponent's jump-in, you'll miss most of the damage and be without a meter. Against many normal jump-ins, learn the best timing to counter with crouching MP, which has a huge hitbox above the attack animation. It's a very strong anti-air, but you'll need to perform it early, and it will completely miss at attacks aimed more at Rufus's head. Against an opponent jumping at you from higher angles, throw out standing close HP. It won't beat many jump-ins, but it will most likely trade rather than lose outright. Since Rufus is very fat, it can sometimes be difficult to judge the side on which your opponents will be attacking you if they're trying to land a cross-up. Visually judging your opponent's approach can get you into trouble, so learn how different characters' jump-ins will affect Rufus.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cl.LK, cl.HP ▷ ⇩⇘⇨ + HP, cl.LK ▷ ⇨ + HK, st.HP ▷ ⇩⇘⇨ + LK ▷ LK

390 damage, corner required

This is a basic, easy combo that deals big damage in the corner without the cost of any blocks from your Cross Gauge! Off a jump-in or Falcon Kick, you can omit the first standing close LK to soften the impact that damage scaling will cause on this combo. If you have Cross Gauge to spare, juggle with Fragrance Palm before the second standing close HP. Then, cancel into EX Snake Strike for 424 damage or cancel the second standing close HP into Big Bang Typhoon or Cross Arts!

II. Cl.LK, cl.HP ▷ ⇩⇘⇨ + PP, st.HK, st.HK, cr.MP ▷ ⇨⇩⇘ + MP

427 damage, 1 block

Performed midscreen only. Outside of the corner, Rufus will need to use EX Galactic Tornado to do big damage on his opponent. In order to connect with the full combo, wait a moment before performing the first standing HK, then perform the second as soon as possible. Standing close HK will occur if you are too close to your opponent after the first standing HK, so avoid walking forward or even take a few steps backward when performing the combo. After the second standing HK, walk forward slightly before performing crouching MP to ensure you're in range to hit with Snake Strike. For a slightly easier combo, use crouching HK instead of crouching MP into Snake Strike. It only deals 17 less damage and gives you a hard knockdown. If you want extra damage, cancel crouching MP into Big Bang Typhoon for a massive 564 damage at the cost of an entire Cross Gauge.

III. Cl.LK, cl.LK, cl.LK ▷ ⇨ + HK, st.LK ▷ ⇨ + HK, cr.HK

238 damage

This combo is an easy, verifiable combo off several standing close LK attacks that do not use Cross Gauge and put you in a great position to land cross-up diagonal jumping MK on your downed foe. If you need to deal some extra damage, replace crouching HK with crouching MK cancelled into Big Bang Typhoon for 382 damage. If your opponent blocks the first two standing close LK, don't cancel into Target Combo. Instead, walk toward your opponent and try to Counter Hit with standing close HP or throw them!

IV. Cl.LK, cl.LK, cr.MK ▷ ⇩⇘⇨ + HP, cl.MP, cl.HP > ⇩⇘⇨ + PPP

442 damage, 2 blocks, corner required

Rufus can link crouching MK after up to two connected standing LK attacks, giving him a verifiable combo into HP Galactic Tornado, to which you can easily add Big Bang Typhoon afterwards for big damage. It's difficult to visually judge when you can attack after the end of Galactic Tornado, as it has several skippable frames of animation after the attack ends. In many corner combos, two standing close MP attacks then standing HP deals more damage, except at the end of this combo. If you're cancelling Galactic Tornado from standing HP, sneak another standing MP before the second standing HP to get slightly more damage.

V. St.LK ▷ ⇨ + HK, ⇨ + HP ▷ ⇨⇩⇘ + PP

(Depends on damage scaling)

Unfortunately, while Rufus has several ways to switch in his partner, he can't deal much damage after he's been switched in. You can do any of his post-Galactic Tornado juggles after a hand off. However, most of these do very little damage because Rufus needs to use Target Combo to launch the opponent higher in the air to connect with Snake Strike or Messiah Kick.

VI. St.LK ▷ ⇨ + HK, cr.MK ▷ ⇩⇘⇨ + PPP

(Depends on damage scaling)

Rufus's Super Art has decent juggle potential, allowing him to connect with this high-damage combo after a tag.

CANDY'S TAKEN UP AN INTEREST IN GARDENING LATELY, SO I'M TRYING TO RAISE THIS CACTUS I FOUND WHILE I WAS BIKING THROUGH THE DESERT...

Combo Appendix

Sequence	Notes
St.LK ▷ ⇨ + HK, HP + HK	Safe Switch off a hit. Cannot combo off this launcher.
Cl.LK, st.LK ▷ ⇨ + HK, st.LK ▷ HK, cr.MK ▷ ⇩⇘⇨ + MP MK	Midscreen combo into Cross Arts off two verifiable standing LK hits.
St.HP ▷ ⇩⇘⇨ + HP, st.LK ▷ HK, st.HP ▷ ⇩⇘⇨ + PPP	Corner required.
Cl.MP, cr.LP	Trial 9
St.HP, cr.LK	Trial 10
Cr.LK ▷ st.MK, st.HP ▷ ⇩⇘⇨ + PP, st.HK, st.HK, cr.HP	Trial 12
St.LP ▷ st.MP ▷ st.HK, cl.LK ▷ st.MK ▷ st.HP	Trial 15, corner required. Standing LP must hit from maximum range to Boost Combo into standing HK.
⇨ + HP, ⇨ + HP, ⇨ + HP ▷ ⇨⇩⇘ + MP	Trial 16, corner required.
Cl.LK, cl.LK, cl.LK, st.LK ▷ st.MP ▷ cl.HP ▷ ⇩⇘⇨ + K K ▷ LK	Trial 17, corner required. Walk forward in between close LK in order to connect three in a row.
J.⇘ + MK, cl.LK ▷ ⇨ + HK, cl.LK ▷ ⇨ + HK, J.⇘ + MK, ⇩⇘⇨ + PPP	Trial 18, corner required.
J.MP, cl.LK, cr.MK ▷ ⇩⇘⇨ + HP, cl.LK ▷ ⇨ + HK, J.⇘ + MK, cr.HK	Trial 19, corner required.
⇨⇩⇘ + LP, cr.LK ▷ cl.HP ▷ ⇩⇘⇨ + PP, ⇘ + MK, st.MK ▷ cl.HP ▷ ⇩⇘⇨ + PPP	Trial 20, midscreen required.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

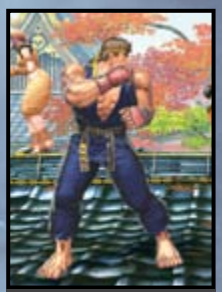
Ryu

Master of the Hado

A wandering street fighter who trains rigorously in order to become a true martial artist. Studied the art of Ansatsuken from his master Gouken, but does not wield it to take lives. He wishes to test his mettle against fighters around the world in order to find an answer in the heart of battle. He searches for Pandora to see if there is a connection between it and the Satsui no Hado.

Win comment 1: Now I'm getting the hang of things!
Win comment 2: As long as there's still fight in your fists, I'll take you on as many times as you like!
Win comment 3: These two fists are everything to me!


Color 1


Color 2


The Strongest Rivals


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

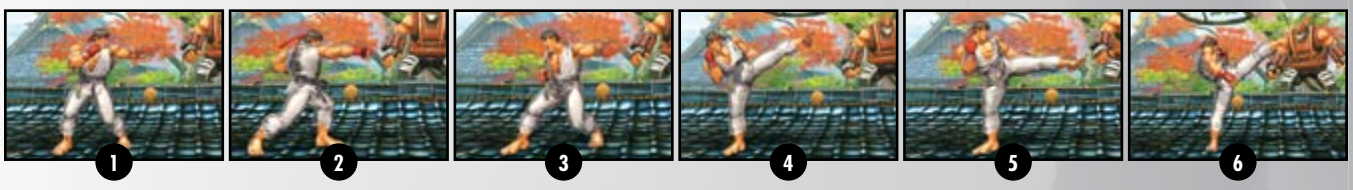


DATA ARSENAL

Vitality	1000
Forward Dash Duration	17 frames
Backdash Duration	8 frames invulnerable, 10 frames airborne, 9 frames grounded (25 frames total)
Pre-jump Frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

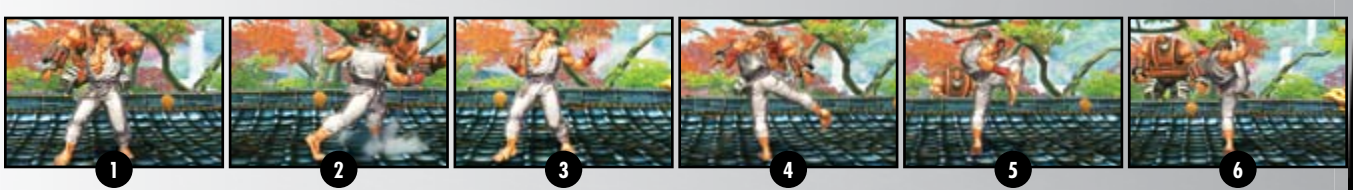
Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	3	3	8	+6	+2	SM, EX, SA, CA	—
2	Standing MP	High	60	5	4	17	0	-4	SM, EX, SA, CA	—
3	Standing HP	High	90	8	3	25	-3	-8	—	Counter Hit on standing foe causes crumple
4	Standing LK	High	30	5	6	7	+4	0	—	—
5	Standing MK	High	60	8	2	19	0	-4	—	—
6	Standing HK	High	90	9	4	26	-6	-10	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	3	3	8	+6	+2	SM, EX, SA, CA	Rapid fire cancelable into light attacks
2	Close standing MP	High	60	3	3	17	0	-4	SM, EX, SA, CA	—
3	Close standing HP	High	90	5	6	22	-2	-8	SM, EX, SA, CA	Forces standing on hit
4	Close standing LK	High	30	5	5	8	+4	0	—	Rapid fire cancelable into light attacks
5	Close standing MK	High	60	3	5	16	0	-4	SM, EX, SA, CA	—
6	Close standing HK	High	50, 50	8	8(2)4	24	-2	-8	1st hit: SA	Forces standing on hit

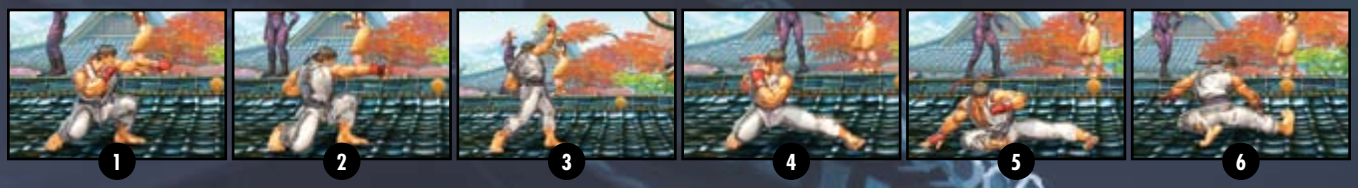


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

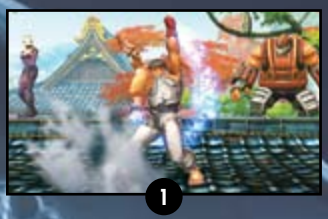
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	3	2	9	+6	+2	SM, EX, SA, CA	Rapid fire cancelable into light attacks
2	Crouching MP	High	60	4	4	10	+7	+3	SM, EX, SA, CA	—
3	Crouching HP	High	90	4	8	20	-2	-8	SM, EX, SA, CA	—
4	Crouching LK	Low	30	4	3	10	+4	0	SM, EX, SA, CA	Rapid fire cancelable into light attacks
5	Crouching MK	Low	60	5	5	16	0	-4	SM, EX, SA, CA	—
6	Crouching HK	Low	90	5	4	24	Sweep	-8	SM, EX, SA, CA	Sweep knockdown



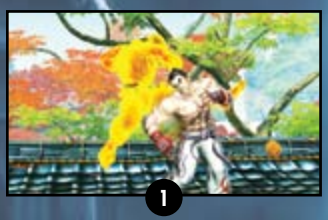
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-33	—
Notes									
Crushes crouching attacks, launches target while switching characters									



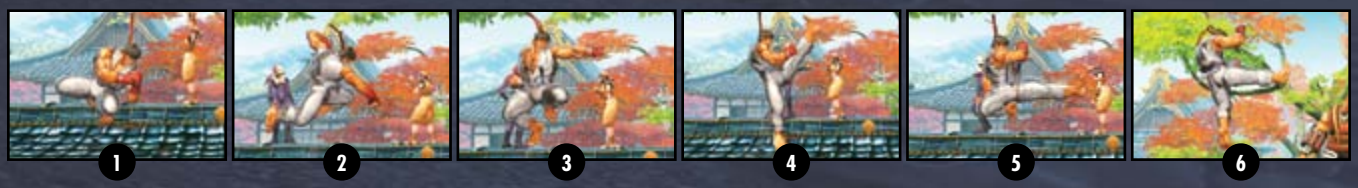
Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable
1	⇨ + HP HK (while blocking)	High	20x5	13	1(3)1(3) 1(3)1(3)1	21	Knockdown	-8	—
Notes									
Looks like EX Tatsumaki Senpukyaku, invulnerable frames 1-13									



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	10	7	Until grounded, 4 frames landing	+12	+4	—	—
2	Vertical jumping MP	Mid	70	5	5	Until grounded, 4 frames landing	+16	+4	—	—
3	Vertical jumping HP	Mid	100	5	5	Until grounded, 4 frames landing	+20	+8	—	—
4	Vertical jumping LK	Mid	40	5	9	Until grounded, 4 frames landing	+12	+4	—	—
5	Vertical jumping MK	Mid	70	6	10	Until grounded, 4 frames landing	+16	+5	—	—
6	Vertical jumping HK	Mid	100	4	4	Until grounded, 4 frames landing	+20	+8	—	—

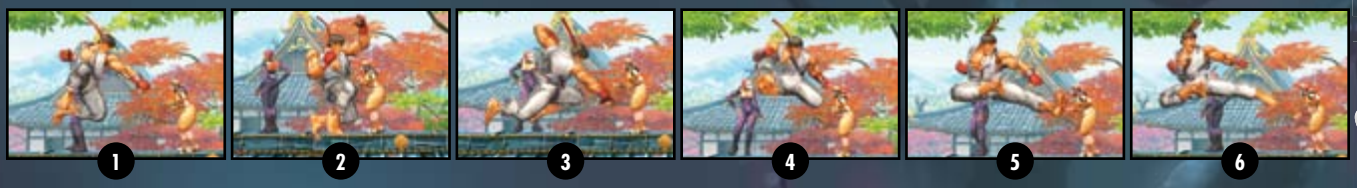


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

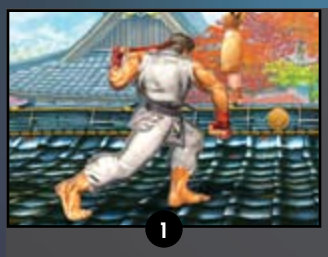
Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on hit	Adv. on block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	4	7	Until grounded, 4 frames landing	+12	+4	—	—
2	Diagonal jumping MP	Mid, high	30, 30	7	7	Until grounded, 4 frames landing	+16	+5	1st hit: SM, EX (air Tatsumaki Senpukyaku)	Knockdown against airborne foes
3	Diagonal jumping HP	Mid	100	6	5	Until grounded, 4 frames landing	+20	+8	—	—
4	Diagonal jumping LK	Mid	40	4	8	Until grounded, 4 frames landing	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	6	6	Until grounded, 4 frames landing	+16	+5	—	—
6	Diagonal jumping HK	Mid	100	7	7	Until grounded, 4 frames landing	+20	+8	—	—



Unique Attacks

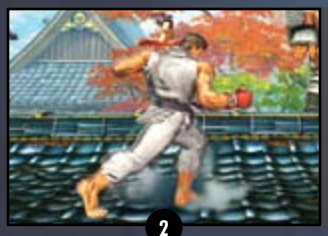
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on hit	Adv. on block	Cancelable	Notes
1	Collarbone Breaker	⇨ + MP	Mid	30, 30	16	2(1)2	17	+4	-2	—	Second hit crushes crouching attacks (frames 18-20 overall), either hit causes ground bounce on Counter Hit against crouching targets
2	Solar Plexus Strike	⇨ + HP	High	80, 40	17	4	18	+3	-2	SM, EX, SA	—



Collarbone Breaker: This is a staple of Ryu's arsenal since *Super Street Fighter II Turbo*. Ryu steps forward and strikes from the top down with a two-hit overhead attack. If your opponent is watching for Ryu's dominant crouching MK and HK attacks, this attack will be successful often. For practical purposes, it's unblockable on reaction. If the opponent does guard correctly, it's usually due to anticipation and/or luck rather than raw reflex. Although this leaves Ryu at +4 on hit, the pushback prevents reliable links afterward. The most feasible link is into standing LP or immediate MP or HP Shoryuken, but even these are inconsistent if the first active frame isn't close enough to hit. Collarbone Breaker is best for harassing your opponent and getting a little "free" damage rather than capitalizing with a big combo.

Go for Collarbone Breaker against opponents waking up, after they block your cross-up MK or LK, or anytime you're in position to poke with low attacks but you anticipate that your foe is likely to block them.

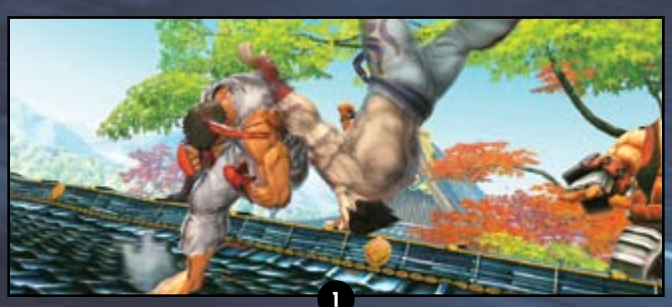
Either hit of Collarbone Breaker causes a ground bounce if a Counter Hit occurs against a crouching opponent. If the first hit is the Counter Hit, the enemy will be briefly bounced before the second hit smacks them to the ground, preventing further hits. There is a 1 frame gap between the first and second hits, so it's possible for an opponent to block the first hit but then get Counter Hit by second, as they try to do something during the 1 frame gap. If only the second hit causes the bounce, you can follow with more hits. The second hit is also a crouching crush attack that is guaranteed to win against incoming crouching attacks. Good players don't make a habit of mashing attacks on reaction to blocking multi-hit moves, so the Counter Hit bounce for the second hit is only likely to occur against novice players or button mashers.

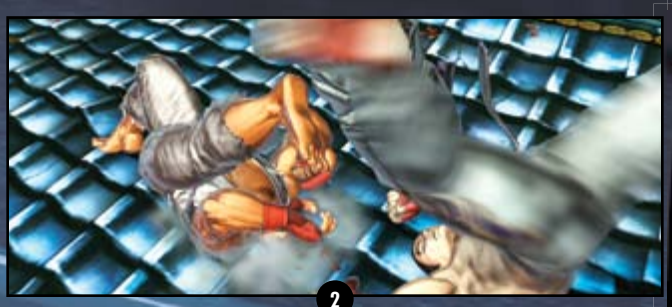


Solar Plexus Strike: This forward-thrusting, two-hit gut punch moves Ryu almost one character length forward, not quite the length of a forward dash. It strikes 1 frame slower than Collarbone Breaker. It's a high attack and can be blocked either standing or crouching, but it leaves Ryu right next to the opposing character afterward rather than being pushed away like ➡ ↻ MP. This attack can be linked into after a deep jump-in using a heavy jump-in normal. The frame advantage on hit is tighter than after ➡ ↻ MP, but the recovery of Solar Plexus Strike is actually cancelable into Special Moves and Ryu's Super Art. It's also possible to link standing or crouching LP after Solar Plexus Strike. But these are 1 frame links, and you're only likely to use them to Cross Rush so you can safely tag in Ryu's partner.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Shoulder Throw	⇨ or N + LP LK (ground)	Throw	130	7	2	20	Hard knockdown
2	Somersault Throw	⇦ + LP LK (ground)	Throw	130	7	2	20	Hard knockdown





©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on hit	Adv. on block	Cancelable	Notes
1	Hadoken	↓↘→ + LP	High	70	13	—	33	-3	-6	—	Projectile has 1 hit point, can be Super Charged 51 frames for EX version or 100 frames for Super Art, knockdown on airborne foe
	EX Hadoken	↓↘→ + P P	High	100	13	—	24	Knockdown	+11	—	Projectile has 2 hit points, can be Super Charged 50 frames for Super Art, knocks down
2	LK Tatsumaki Senpukyaku	↓↙← + LK	Crouchable high	70	12	2(6)2	17	Knockdown	-5	—	Knocks down, lower body projectile invulnerable frames 7-33, airborne frames 7-32
	MK Tatsumaki Senpukyaku	↓↙← + MK	Crouchable high	80	13	2(6)2 (6)2(6) 2(6)2	21	Knockdown	-1	—	Knocks down, lower body projectile invulnerable frames 8-63, airborne frames 8-63
	HK Tatsumaki Senpukyaku	↓↙← + HK	Crouchable high	90	13	2(6)2 (6)2(6) 2(6)2	21	Knockdown	-1	—	Knocks down, lower body projectile invulnerable frames 8-63, airborne frames 8-63
	EX Tatsumaki Senpukyaku	↓↙← + K K	High	100	13	1(3)1 (3)1(3) 1(3)1	21	Knockdown	-8	—	Lower body projectile invulnerable frames 8- 46, airborne frames 8-46
	Airborne LK Tatsumaki Senpukyaku	(in air) ↓↙← + LK	High	70	10	2(6)2 (6)2	Until grounded, 11 frames landing	Knockdown	+8	—	—
	Airborne MK Tatsumaki Senpukyaku	(in air) ↓↙← + MK	High	80	10	2(6)2 (6)2	Until grounded, 11 frames landing	Knockdown	+8	—	—
	Airborne HK Tatsumaki Senpukyaku	(in air) ↓↙← + HK	High	90	10	2(6)2 (6)2	Until grounded, 11 frames landing	Knockdown	+8	—	—
	EX Airborne Tatsumaki Senpukyaku	↓↙← + K K	High	140	9	1(3)1 (3)1(3) 1(3)1	Until grounded, 4 frames landing	Knockdown	-11	—	—
3	LP Shoryuken	→↓↘ + LP	High	120	3	13	25	Knockdown	-17	—	Knocks down, full body invulnerable frames 1-2, airborne frames 3-32
	MP Shoryuken	→↓↘ + MP	High	140	3	14	39	Knockdown	-31	—	Knocks down, full body invulnerable frames 1-4, airborne frames 5-41
	HP Shoryuken	→↓↘ + HP	High	160	3	14	42	Knockdown	-34	—	Knocks down, full body invulnerable 1-2, airborne frames 3-44
	EX Shoryuken	→↓↘ + P P	High	50, 100, 30, 20	5	14	48	Knockdown	-33	—	Knocks down, full body invulnerable frames 1-18, airborne frames 7-48
4	LK Joudan Sokutogeri	←↙↓↘→ + LK	High	90	13	3	26	Knockdown	-7	—	—
	MK Joudan Sokutogeri	←↙↓↘→ + MK	High	90	17	3	25	Knockdown	-6	—	—
	HK Joudan Sokutogeri	←↙↓↘→ + HK	High	90	22	3	18	Knockdown	+1		—
	EX Joudan Sokutogeri	←↙↓↘→ + K K	High	100	16	3	22	Wall bounce	-3		—



1

Hadoken: One of the classic Special Moves of *Street Fighter*. Ryu thrusts out his palms, focusing his force into a ball that flies across the screen. HP Hadoken travels the fastest, while LP Hadoken travels the slowest. EX Hadoken is a two-hit projectile that knocks down if it hits. Regular versions of Hadoken can be Super Charged by holding down the button used to activate the Hadoken. Charging to the yellow flash before Ryu releases the projectile produces a free EX Hadoken, while charging all the way produces a free Shinku Hadoken. EX Hadoken can also be Super Charged, leading to a Shinku Hadoken for half the normal Cross Gauge. Hadoken is Ryu's defining move, crucial to his gameplan.

Many characters have moves built specifically to counter or blow through projectiles, so don't throw Hadokens incessantly if opponents are looking for it. Sometimes you'll have to use these ranged attacks as a supplement rather than the main course of action.

Tatsumaki Senpukyaku: Ryu's version of the classic hurricane kick hits opponents hard and knocks them down, whether it's used on the ground or while jumping. It can be used as a poking and combo tool and will having the highest juggle potential of any meter-free attacks.

Tatsumaki Senpukyaku used on the ground is a crouchable high attack—opposing characters can just crouch to avoid the LK, MK, and HK versions. This also means regular versions of Tatsumaki Senpukyaku will whiff in combos against crouching characters. The heavier the version, the longer the distance traveled and the higher the damage. Each version of grounded Tatsumaki Senpukyaku is considered airborne very quickly and is invulnerable to projectiles except for Ryu's head and shoulders. This means low attacks and many crouching attacks, as well as most projectiles, will whiff underneath Tatsumaki Senpukyaku.

EX Tatsumaki Senpukyaku stays in one place instead of moving forward, and it's a standard high attack, so it won't miss crouching enemies.

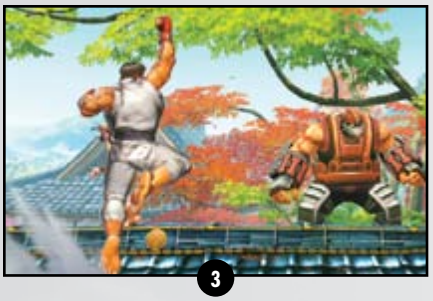
Used while jumping, Tatsumaki Senpukyaku alters Ryu's jumping trajectory with a falling hurricane kick. Used just when Ryu starts to descend from a forward jump, Tatsumaki Senpukyaku will extend his jump arc forward, which can lead to surprising cross-ups against foes who expected J.HP or J.MP aimed at their front side. On hit, jumping Tatsumaki Senpukyaku causes a knockdown that allows for a juggle afterward. EX Tatsumaki Senpukyaku operates as it does on the ground by halting Ryu's movement and causing him to spin in place.



2

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



Shoryuken: This fierce uppercut attack is tailored mostly for demolishing ground attacks rather than jump-ins or cross-ups, but it can still be used against them with good timing. Ryu is full body invulnerable only at the beginning of a Shoryuken, while he's invulnerable to low attacks essentially the entire time. Different versions of Shoryuken dictate how high Ryu travels with his punch, as well as the damage. On hit, Shoryuken naturally lofts the victim upward, so it's Ryu's ideal Switch Cancel handoff move.

Without Focus Attack dash canceling to make "guess" Shoryukens safe like in *Street Fighter IV*, Shoryukens are closer to the commitment they are in most *Street Fighter* games—if you miss, you're going to pay. You can Switch Cancel from a blocked Shoryuken, but that's actually just handing your adversary the chance to nail both Ryu and his partner. When you're attempting ground Shoryukens, whether to deter pokes or preempt them, you might as well just use HP Shoryuken. Ryu's HP Shoryuken is his most damaging single attack, and it has the longest range of any non-EX Shoryuken. The extra range and power of HP Shoryuken can make it useful to insert into some verifiable link combos when you're just after raw damage and without having to spend meter on EX Joudan Sokutogeri, such as linking point blank cr.MP, cr.HP ▷ HP Shoryuken.

The initial hitting frames of Ryu's Shoryuken are all rather low to the ground, and his invulnerability period for LP and HP versions runs out before the first active frame. This increases the likelihood that these versions will trade rather than win outright. When you want to be assured of winning with Shoryuken, use the MP or EX versions, which have invulnerable periods that last beyond the first active frame. It can help a lot for anti-air Shoryuken consistency to use the shortcut motion ↘ ↓ ↘ + P. This helps because it doesn't involve a → input like the "official" motion, which means Ryu never has to register a standing state during the move's execution. This helps to cleanly beat jump-ins more often! And, it's not such a bad thing to trade with LP or HP Shoryuken—if you have at least two blocks of Cross Gauge, land and throw Shinku Hadoken immediately to juggle the enemy! Now that trade is in your favor!

Shoryukens deal half damage if they hit once Ryu leaves the ground rather than during the first few active frames on the ground. EX Shoryuken behaves slightly different than the others—if the first blow of EX Shoryuken hits, Ryu enters into a mini-cinematic that resembles his classic Super, the Shin Shoryuken! If this first hit misses, however, he'll simply leave the ground quickly with a kind of "blender" jumping uppercut that can hit up to six times. You get far more damage out of hitting EX Shoryuken right away than with its latter portion.

Joudan Sukutogeri: Ryu has had this gut-wrenching kick (sometimes referred to as blade kick or donkey kick) in some games before, most notably *Street Fighter III: Third Strike*. Each version knocks down on hit, and the EX version causes a wall bounce, allowing for a juggle combo afterward. With a long reach and the ability to combo, these are Ryu's go-to Special Moves for combo extension on the ground. Unlike Tatsumaki Senpukyaku, they don't have the limitation of needing a standing target, and they're much farther-reaching than Shoryuken. Incorporating the EX version into your core moves leads to Ryu's most damaging combos without incorporating his partner or using Shinku Hadoken.

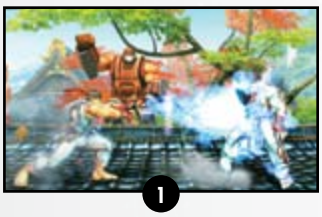
Verify into Joudan Sukutogeri using ground combos that link into cr.MK or by poking with the tip of crouching MK and canceling into LK Joudan. Except for the HK version, Joudan Sukutogeri leaves Ryu at a disadvantage when blocked. You'll still get away with it from maximum range some of the time, but don't give your opponent too many chances to figure out how to punish it on reaction! If you're sure your opposition will block, it's best to either cancel blockstrings into Hadoken instead or just stop performing moves and reposition.



AS LONG AS THERE'S STILL FIGHT IN YOUR FISTS, I'LL TAKE YOU ON AS MANY TIMES AS YOU LIKE!

Super Art

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Adv. on hit	Adv. on block
1	Shinku Hadoken	↓ ↘ → + P P P	5	300	5	—	111	—	-60
Notes									
87 frame cinematic freeze before attack, projectile has 5 hit points, full body invulnerable frames 1-4									

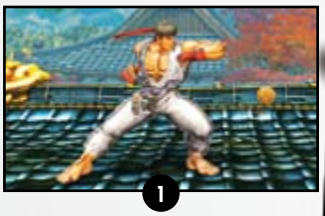


Shinku Hadoken: Ryu's Super Hadoken is one of the best Super Arts in the game. Its versatility makes it an inevitable choice when Ryu is locked and loaded. It hits at close range in only 5 frames (while making Ryu invulnerable for the first 4), travels the entire length of the entire screen in about 26 frames, and has the highest juggle potential of Ryu's moves, making it his de facto best juggle ender. In addition to its use as a juggle move, it can be verified into from just about any Ryu ground combo, and it's fast enough to use to punish laggy actions like backdashes on reaction. It's even fast enough to juggle with it immediately after a traded LP or HP Shoryuken for 401~461 damage!

It isn't possible to throw Shinku Hadoken while a regular Hadoken is on the screen. This Super projectile is so fast that you can still use regular Hadokens to link into Shinku Hadoken, if you remain watchful. When you're zoning the opponent with Hadokens, you'll sometimes clip characters out of the air, which knocks them down. React *immediately* by activating Shinku Hadoken just after your Hadoken disappears from hitting them, and the Super fireball will catch them for a juggle for 371 damage even from full screen!

Cross Art

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Adv. on hit	Adv. on block
1	—	↓ ↘ → + MP MK	3	100 (before switching to partner)	9	2	44	—	-24
Notes									
64 frame cinematic freeze before attack, full body invulnerable frames 1-10									



When you activate Cross Art, Ryu lunges forward with an elbow strike that resembles the old beginning of his Shin Shoryuken in *Street Fighter Alpha 3*. This team-oriented attack is invulnerable through both active frames, so you may have some success using it as a desperation reversal when under pressure. But it's quite unsafe if guarded and, for inserting into combos, it's not the fastest attack in the world. Just about all of Ryu's normal moves are faster, and the range is not quite as good as it appears. Cancel into it after linking or juggling into cr.MK, but be aware that juggling into Cross Art may cause it to miss from the edge of its range.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

OVERVIEW





With Cross Gauge to burn, you can follow-up Hadokens that hit as anti-air with a Shinku Hadoken! Shinku Hadoken also works as a juggle after traded Shoryukens.





Super Charging a Hadoken with a policy of "wait and see" can pay off. If the enemy jumps forward or dashes with bad timing, you can force them to eat an EX Hadoken. If the enemy's current character has low vitality and they Switch to bring in their partner, you can charge all the way and feed them a free Shinku Hadoken!

With Hadoken, EX Hadoken, and Shinku Hadoken, Ryu can control the linear plane as capably as anyone in the cast. These projectile attacks let Ryu attack the opponent from anywhere on the screen, and using them well creates natural openings to move in close to the enemy and push them back to the corner or to force the opponent to come toward Ryu.

At long range, you can zone many characters effectively using Hadokens. Full screen opponents aren't close enough to threaten Ryu if they leap over a Hadoken. So, all they'll get for their trouble if they jump over the first Hadoken is a chance to land on the next one you throw. Hadokens are used to keep the opponent at bay, to build Cross Gauge, and to incite reactions. If the current opposing character lacks projectiles or other long range threats of their own, you can also simply charge cancel Hadokens into backdashes to build more meter.

The smartest thing the opponent can do against your Hadokens, if they don't have projectiles to match you, is to jump straight up to get over them. This forces you to wait for your previous Hadoken to travel all the way behind them off screen before you can throw another one, and it saves them from having to worry about jumping forward over a Hadoken from a bad angle (the kind of situation where you can feed them cr.HK as they land or anti-air MP Shoryuken). After landing from a forward jump, they're free to walk forward until there's another Hadoken for them to jump straight over, gaining ground on Ryu safely. These opponents will be looking to close to mid range, where they likely hope to start their offense by jumping over or otherwise blowing through a poorly-timed Hadoken attempt. With opponents who are familiar with the Hadoken game, or who use characters like Steve who can pass through projectiles at will, keep them at bay with the tip of crouching MK and be vigilant to anti-air them if they try to jump in over it. Avoid using Hadokens in this case, except for the odd EX Hadoken when you feel sure they'll dash or to charge cancel backdash out of a faked Hadoken.

At mid range, Hadokens are used as a long-reaching poke, although from here the opponent may jump in over a Hadoken on anticipation and punish Ryu severely. The trick is to develop a sense of whether the opposing player is eager to make their character jump or not. If you predict that they want to stay grounded and play footsies or dash, then don't hesitate—throw HP or EX Hadoken with confidence. Other players won't be able to make their mid range characters jump forward on reaction, and the fast Hadoken will clip their feet on takeoff. If an opponent jumps cleanly over a mid range Hadoken, the likelihood is that they were going to jump anyway, and that's simply the price you have to pay for being a little edgy with Hadokens. If the opponent is the type who is overly eager to bulldog forward with jumps, then "fake" Hadokens instead by performing a low commitment normal move that sends Ryu into an exaggerated animation, like crouching MK or standing LK. If they do jump on reaction to a brief whiffed move, you'll have plenty of time to anti-air them with crouching HP or a late Shoryuken. If you punish them for jumping too eagerly a few times, they'll probably stop doing it, paving the way for you to control mid range with Hadokens again.

This is also the position where you can begin to mount a direct offense. Diagonal jumping HP makes a good jump-in from the front. From the same jump arc in which you use J.HP, occasionally use jumping Tatsumaki Senpukyaku to sail over the enemy and hit them in the back of the head as a cross-up. If this hits, you can juggle afterward and build momentum (see **combo VII**). From a jump-in at slightly closer distance, you can also use forward jumping LK or MK as an ambiguous cross-up aimed right on top of them. Perform the jump-in attack a little early and you'll stay on their front side, faking the cross-up. Perform the jump-in attack a little later, and you'll slip to the other side and hit them in the back!



HK Tatsumaki Senpukyaku can sometimes be used at mid range as a kind of anti-fireball footsie tool, if you're pretty sure the opponent is about to use a projectile.

Once you've either scored a jump-in combo or had one blocked, you'll be in point-blank range. Ryu has perhaps the best suite of up close crouching attacks in the game—not a single one is slower than 5 frame startup, and they all have multiple useful applications. **Combo I** is a solid baseline to build your offense around, and **combo III** can be your focus when looking to use meter to score more damage. Everyone's Launcher is a crouching crush, though, in addition to whatever other anti-low and anti-crouching options they have. So don't be too predictable. Mix in standing pokes like st.MP and st.MK, along with Solar Plexus Strike and Collarbone Breaker. St.HP can also be used and will lead to a crumple on Counter Hit against standing opponents. Charge canceling Hadoken after the yellow flash means the next attack attempt will be an automatic Counter Hit, which can benefit st.HP. But that's also openly telegraphed. If your opponent saw you charge a free Counter Hit property, they shouldn't be too eager to just let you feed them st.HP.

At close range, there are better combo and blockstring tools than Hadoken, so its main function is to enable charge canceled forward dashes after pokes. This is best done after poking with a cr.HK sweep that is blocked. For example, after fishing for a sweep knockdown with a string of cr.LK ▷ cr.LP ▷ st.LP, cr.HK. On block, you can cancel the sweep into Hadoken and hold the button then immediately dash forward. You'll end up right in their face and ready to stage a secondary assault with another hit check string, a throw, or a Collarbone Breaker overhead. Technically, this leaves Ryu at -4, but the motion is surprising enough that you will still get away with it often. It's technically still a better situation than just a blocked, uncanceled sweep.

Combo Appendix

Sequence	Notes
Cr.LP, cr.HP ▷ ↓↘→ + HK	Link into cr.HP is more forgiving for positioning than after cr.MP
Counter Hit st.HP, step forward, cr.MK ▷ →↓↘ + HP	Combo off Counter Hit st.HP crumple
Trade →↓↘ + LP/HP, ↓↘→ + P P P	Traded LP or HP Shoryuken into Shinku Hadoken juggle
Counter Hit st.HP, → + HP, late cancel to ↓↘→ + P P P	Requires Counter Hit against standing foe
Cr.MP, cr.MP ▷ cr.HK	Trial 9
Cr.LK ▷ cr.LK ▷ cr.LK ▷ cr.MK ▷ cr.HK	Trial 10
J.HK, cr.HP ▷ ↓↘→ + P	Trial 11
Air ↓↘← + K, ↓↘→ + P P P	Trial 12
J.LK, cr.LK ▷ cr.LP, →↓↘ + P	Trial 13; either Boost Combo chain the light attacks, then link Shoryuken, or link cr.LP ▷ Shoryuken
J.MP ▷ ↓↘← + K	Trial 14; cancel jumping MP after 1 hit into Tatsumaki Senpukyaku
J.MK, cr.LK ▷ cr.MK ▷ →↓↘ + P P	Trial 15
Cr.MP, cr.MP, cr.MK ▷ ←↙↓↘→ + LK/MK	Trial 16; HK Joudan Sokutogeri won't work
J.HK, cr.LP, cr.HP ▷ ←↙↓↘→ + HK, cr.HP ▷ →↓↘ + P P	Trial 17; requires cornered foe
J.MK, cl.LP ▷ ↓↘← + LK, cr.MK ▷ ↓↘→ + P P P	Trial 18
J.HP, cr.HP ▷ ←↙↓↘→ + K K, →↓↘ + LP, cr.MK ▷ ↓↘← + K	Trial 19; requires cornered foe, catch floating target with cr.MK just before they hit the ground
→ + HP, cr.LP ▷ cr.HP ▷ ↓↘← + K K, cr.MK ▷ →↓↘ + LP, ↓↘→ + P P P	Trial 20; requires cornered foe, 1 frame link after Solar Plexus Strike

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LK/LP ▷ cr.LP, cr.MP, cr.MK ▷ ⇦⬀⇩⬁⇨ + LK

204 damage

Whether you should start hit verification combos up close with LP or LK depends on what you're seeking. Ryu's LP attacks have slightly faster startup, while crouching LK will hit opponents who try to block standing. Whichever you use, rapid fire cancel into cr.LP then link cr.MP. This is a 3 frame link, so it's not too bad. After crouching MP, link crouching MK (also a 3 frame link), and cancel cr.MK into LK or MK Joudan Sokutogeri. This ends the combo by knocking the enemy far back toward their corner, giving you time to dash in after them, to throw Hadokens to greet them as they rise, or to use charge canceled Hadokens to build Cross Gauge.

Joudan Sokutogeri is a more flexible combo tool against grounded enemies than Tatsumaki Senpukyaku, since it will hit enemies whether they're standing or crouching. Using EX Joudan Sokutogeri is also a direct, surefire way to add more power to any combo. Tatsumaki Senpukyaku has higher juggle potential than Joudan Sokutogeri and tends to be better in juggle combos, or near corners.

If you'd rather milk momentum than push the enemy backward, consider finishing by Boost Combo chaining cr.MK to cr.HK. You give up some damage (dealing 188 instead) for the potential advantage of getting to harass a rising enemy who can't quick recover. Decide whether you think they'll rise in place or roll forward, then tailor an ambiguous cross-up right on top of them. Try to set up another combo into sweep. Reading the opponent correctly and tallying up two or three cross-up verified combos into sweep can escalate damage very quickly, even if individual combos are relatively weak.

II. Cr.LK/LP ▷ cr.LP, ⇨⇩⬁ + HP

188 damage

If **combo I** is too complicated, you can just use a two-hit rapid fire chain ending in cr.LP just to fish for a hit, then link HP Shoryuken if successful. This might sound tough, but it's actually an easier link than anything in **combo I**. It can become especially easy if you use the ⬁⇩⬁ + P shortcut for the Shoryuken, because then you can basically buffer the Shoryuken motion just by wiggling the stick or d-pad subtly while performing the hit check light moves. Learn to buffer the motion with the right timing every time you fish for cr.LK ▷ cr.LP or cr.LP x2 (or even cr.MP x1~2, which can also lead into linked HP Shoryuken), so if you register hits you can just press HP to finish with Shooooryuken!

III. Cr.MP, cr.MP, cr.MK ▷ ⇦⬀⇩⬁⇨ + K K, forward diagonal J.HP, cr.HP ▷ ⇩⬀⇦ + HK

379 damage, 1 block

When Ryu is close to an opponent, it's important to be able to link crouching MP into itself. This gives plenty of time for you to verify the hits are working. If successful, link into crouching MK canceled into EX Joudan Sokutogeri to produce a wall bounce and set up a juggle afterward. Near corners, you should omit the forward jumping HP and instead juggle with cr.MP, cr.MP, cr.HP ▷ ⇩⬀⇦ + HK. At the end of Ryu's longest juggles, the only things that will work are Tatsumaki Senpukyaku, EX Shoryuken, and Shinku Hadoken—his other attacks, even HP Shoryuken, lack the juggle potential.

This basic combo also applies if you out-poke the enemy with cr.MP at maximum range, except you'll just link right into cr.MK ▷ EX Joudan instead of linking two crouching medium punches.

IV. Cl.MK, ▷ ⇩⬀⇦ + LK, cr.MK ▷ ⇦⬀⇩⬁⇨ + K

241 damage, mid screen

You can consistently juggle after LK Tatsumaki Senpukyaku midscreen by canceling into it from cl.LP/MP/MK or cr.LP/LK. Of these attacks, the best are cr.LK and cl.MK — cr.LK is for a low first hit, and cl.MK is for speed and damage. This isn't verifiable unless you precede it with a jump-in, like cross-up J.MK, and it won't work if it hits a crouching enemy.

If the enemy is standing when they get hit, however, this will work. You can add force to the end, meter permitting, by canceling cr.MK into Shinku Hadoken instead for 404 damage.

LK Tatsumaki Senpukyaku in combos is more valuable near corners, where you can always juggle afterward.

V. Cr.MP, cr.HP ▷ ⇩⬀⇦ + LK, cr.MP, cr.MP, cr.HP ▷ ⇩⬀⇦ + HK

365 damage, corner

Crouching MP linked into crouching HP has the exact same timing as linking cr.MP, cr.MP. The difference is that this string will only work up close, and cr.HP forces the enemy to stand on hit. This allows you to cancel cr.HP into LK Tatsumaki Senpukyaku and be assured that it will work. This opener pushes their floating body too far away to juggle after LK Tatsumaki Senpukyaku midscreen, but in the corner you can catch them with the juggle listed. If you want to burn some meter, cap it off with Shinku Hadoken instead of HK Tatsumaki Senpukyaku for 489 damage.

VI. Air-to-air diagonal J.MP (2 hits), ⇨⇩⬁ + HP

220 damage

Ryu's diagonal jumping MP is a two-hit attack that sets up a juggle against airborne opponents. Winning an air-to-air exchange with Ryu's diagonal jumping MP leads to a juggle opportunity whether you get both hits or just the second hit. The juggle potential is mostly used up if both hits connect, however, which is more likely than just hitting with the last part of the attack air-to-air. Usually the most damaging meterless follow-up is to juggle them with HP Shoryuken just before they hit the ground. You can also just link Shinku Hadoken. Anti-air them with forward jumping MP late enough on the way down and you can land and juggle with Solar Plexus Strike, canceled late into Shinku Hadoken for 429 damage.

It's possible to cancel the first hit of diagonal J.MP into an aerial Tatsumaki Senpukyaku, and this can create a combo depending on the trajectory. But consistent follow-ups are all but eliminated by this unpredictable opening, in terms of both positioning and juggle potential. It's better to just let diagonal J.MP ride on its own rather than canceling it.

VII. Jumping ⇩⬀⇦ + HK, cr.MK ▷ ⇨⇩⬁ + HP

278 damage, requires deep jump-in or cross-up hurricane kick

Ryu's cross-up jumping Tatsumaki Senpukyaku aimed at the back of the head can yield a combo afterward depending on landing position. If Ryu lands far from the floating foe, you might just get cr.HK for a sweep knockdown to prevent quick recovery. If Ryu lands up close, more is possible. If you want to end with a sweep knockdown for momentum, then juggle cr.MP, cr.HK when Ryu lands close after jumping Tatsumaki Senpukyaku. If you want to go for damage, though, use this combo.

VIII. Cr.MP, cr.MK ▷ ⇩⬀⇦ + HK

Varies due to damage scaling

After handing off a combo to Ryu from his partner, whether through a Switch Cancel, a Cross Rush, or a Launcher, you can always follow with this combo. If positioning is ideal as you juggle with Ryu's crouching MP, juggle with cr.HP canceled into HK Tatsumaki Senpukyaku instead for a little more damage. And in the corner after a Switch, you can squeeze in cr.MP x2, cr.HP before the finishing Tatsumaki Senpukyaku.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Sagat

The King With No Equal

To prepare himself for his inevitable rematch against Ryu, the king of Muay Thai retreated to a secluded mountain village for training. His chest bares the scar left by Ryu's Shoryuken, and serves as a reminder to him of their fight. He cares not for victory or defeat; he merely wishes to clash against fighters of great strength. In order to locate a missing young girl, Sagat agrees to go with Dhalsim and heads to Antarctica.

Win Comment 1:Carve the sting of defeat into your chest! Learn from this and become stronger!
Win Comment 2: I am the king.
Win Comment 3: You're no warrior, you're a beginner.


Color 1


Color 2


Indomitable Force


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





DATA ARSENAL

Vitality	1050
Forward Dash Duration	18 frames
Backdash Duration	8 frames invulnerable, 15 frames airborne, 6 frames grounded (29 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	5	2	7	+7	+3	SM, EX, SA, CA	—
2	Standing MP	High	60	10	4	15	+2	-2	—	—
3	Standing HP	High	90	10	3	20	+2	-2	—	—
4	Standing LK	High	30	5	4	9	+5	+3	—	—
5	Standing MK	High	60	9	3	16	+2	-2	—	—
6	Standing HK	Crouchable high	50, 40	5	5	21	+1	-4	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	6	3	6	+8	+4	SM, EX, SA, CA	—
2	Close standing MP	High	60	7	4	15	+4	-2	SM, EX, SA, CA	Forces standing on hit
3	Close standing HP	High	90	10	3	17	+5	0	—	—
4	Close standing LK	High	20, 10	4	4	9	+5	+1	1st hit SM, EX, SA, CA	—
5	Close standing MK	High	40, 20	7	4	18	+1	-3	1st hit SM, EX, SA, CA	—
6	Close standing HK	Crouchable high	50, 40	5	5	19	+3	-4	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

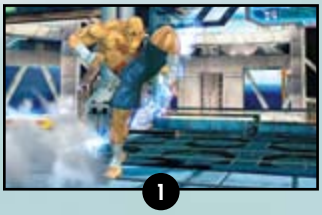
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	3	2	10	+5	+1	SM, EX, SA, CA	—
2	Crouching MP	High	60	5	3	12	+6	+2	SM, EX, SA, CA	—
3	Crouching HP	High	90	8	3	18	+4	-1	—	—
4	Crouching LK	Low	30	5	3	9	+5	+1	SM, EX, SA, CA	—
5	Crouching MK	Low	60	7	3	16	+2	-2	SM, EX, SA, CA	—
6	Crouching HK	Low	90	8	3	24	Sweep knockdown	-7	—	—



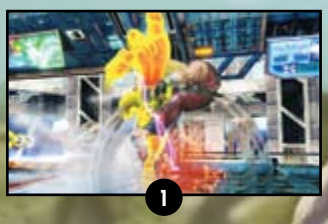
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120	6	12	44	Hard knockdown	-34
Notes								
Similar to HP Tiger Uppercut, full body invulnerability frames 1-7								



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	5	12	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Vertical jumping MP	Mid	70	6	4	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Vertical jumping HP	Mid	100	7	5	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Vertical jumping LK	Mid	40	8	7	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Vertical jumping MK	Mid	70	5	6	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Vertical jumping HK	Mid	100	7	6	Until grounded, then 4 frames recovery	+20	+8	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

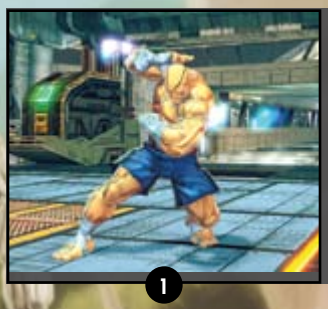
Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	7	7	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Diagonal jumping MP	Mid	70	11	10	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Diagonal jumping HP	Mid	100	7	5	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Diagonal jumping LK	Mid	40	7	7	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	7	10	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Diagonal jumping HK	Mid	100	7	5	Until grounded, then 4 frames recovery	+20	+8	—	—

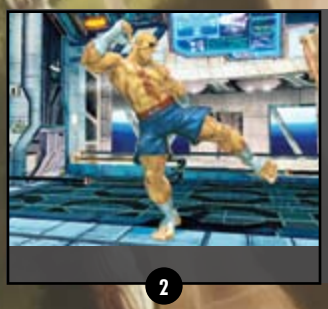


Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Heavy Tiger Elbow	⇨ + HP	Mid	100	20	5	21	+1	-5	—	Forces standing on hit, hard knockdown against airborne foes, ground bounce on crouching Counter Hit
2	Low Step Kick	⇨ + LK	Low	60	16	3	24	0	0	Whiff cancel to SM, EX, SA, CA	Staggers standing opponent (+35) on Counter Hit, hard knockdown against airborne foes
3	High Step Kick	⇨ + HK	High	150	10	4	17	+1	0	—	Floats airborne foes
4	Fake Kick	HK ▷ HK	—	—	—	—	13	—	—	—	Input HK between frames 1-3 of standing HK



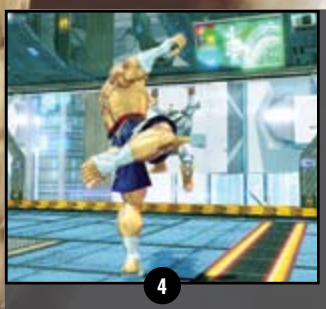
Heavy Tiger Elbow: Sagat pulls back his elbow then thrusts it downwards to perform a hard-hitting mid attack. At 100 damage, this overhead move is effective on its own. If it Counter Hits a crouching character, you'll have the chance to add additional damage. Heavy Tiger Elbow doesn't have much range, so you'll need to position Sagat close to the opposing character in order to connect. Even though it's unsafe on block, it's fast, which makes it a decent attack to use against a defensive opponent.



Low Step Kick: During this attack, Sagat quickly steps forward and throws out a sweeping ankle kick and then steps backwards to safety. Low Step Kick is a decent poke because it's safe on hit or block and has only slightly less range than standing HK. Unlike most attacks, Low Step Kick can be canceled before it hits into any Special Move, Super Art, or Cross Art! You can use this to cancel into a Tiger Uppercut that reaches nearly half-screen or whiff cancel it into a Low Tiger Shot to keep your opponent in more blockstun. If Low Step Kick Counter Hits a standing opponent, Sagat will be left at +35 frame advantage, which is enough time to perform a full jump-in combo!



High Step Kick: This attack is a spinning roundhouse kick aimed toward airborne foes. As an anti-air, this attack is difficult to use. It has a limited range and only hits far in front of Sagat. If it hits anti-air, you can easily combo into another High Step Kick and then a Tiger Uppercut for a massive 360 damage! In combos, High Step Kick is a juggle potential hog because it negatively impacts juggle potential more than other moves. This is a risky attack against grounded opponents. Even though it's safe, it misses crouching characters, so try to save it for use as anti-air only.

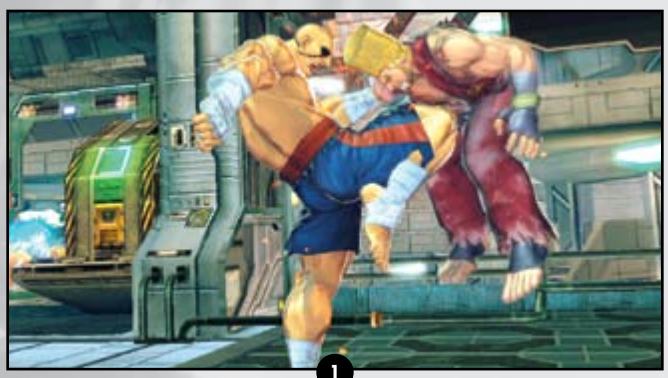


Fake Kick: This unique attack causes Sagat to raise his leg and quickly pull it back, faking a standing HK. This can be used to fake an opponent into throwing out an attack, which you can then punish with a Tiger Uppercut. It should primarily be used to show your opponent how quickly you can press a single button.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.
From the Library of Chris Miller

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Tiger Rage	⇨ or N + LP LK	Throw	140	7	2	20	Hard knockdown
2	Over the Back Toss	⇦ + LP LK	Throw	140	7	2	20	Hard knockdown


1


2

YOU'RE NO WARRIOR, YOU'RE A BEGINNER.

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	High Tiger Shot	⇩⇘⇨ + P	Crouchable high	75	12	—	30	+1	-4	—	Projectile has 1 point of durability, knockdown on airborne foes
	EX High	⇩⇘⇨ + P P	Crouchable high	50 x 2	13	—	30	Knockdown	+4	—	Projectile has 2 points of durability
2	Low Tiger Shot	⇩⇘⇨ + K	High	70	13	—	35	+4	-9	—	Projectile has 1 point of durability, knockdown on airborne foes
	EX Low Tiger Shot	⇩⇘⇨ + K K	High	50 x 20	14	—	35	Knockdown	-1	—	Projectile has 2 points of durability
3	LP Tiger Uppercut	⇨⇩⇘ + LP	High	120 (100)	4	8	45	Knockdown	-31	—	Full body invulnerability frames 1-4, airborne frames 4-39
	MP Tiger Uppercut	⇨⇩⇘ + MP	High	140 (110)	5	10	46	Knockdown	-34	—	Full body invulnerability frames 1-5, airborne frames 5-43
	HP Tiger Uppercut	⇨⇩⇘ + HP	High	150 (120)	6	12	44	Knockdown	-34	—	Full body invulnerability frames 1-6, airborne frames 6-44
	EX Tiger Uppercut	⇨⇩⇘ + P P	High	80, 30 x 4	4	13	48	Knockdown	-34	—	Full body invulnerability frames 1-10, airborne frames 8-45
4	LK Tiger Knee	⇨⇩⇘ + LK	High	70, 40	8	14	17	Knockdown	-8	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, airborne frames 10-24
	MK Tiger Knee	⇨⇩⇘ + MK	High	70, 50	8	16	18	Knockdown	-11	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, airborne frames 10-26
	HK Tiger Knee	⇨⇩⇘ + HK	High	80, 60	8	14	25	Knockdown	-16	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, airborne frames 10-29
	EX Tiger Knee	⇨⇩⇘ + K K	High	40, 40, 30	9	15	14	Wall bounce	+1	—	Can be Super Charged: 51 frames for Super Art, airborne frames 11-26

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

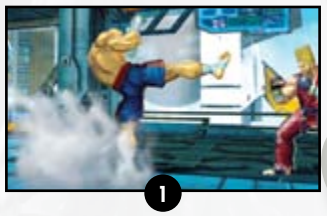
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Tiger Genocide	⇨⇩⇘ + K K K	High	50, 30 x 4, 40, 20 x 5	3	11(20)23	47	Hard knockdown	-42
Notes									
60 frame cinematic freeze before attack begins, full body invulnerability frames 1-5, airborne frames 16-89									


1

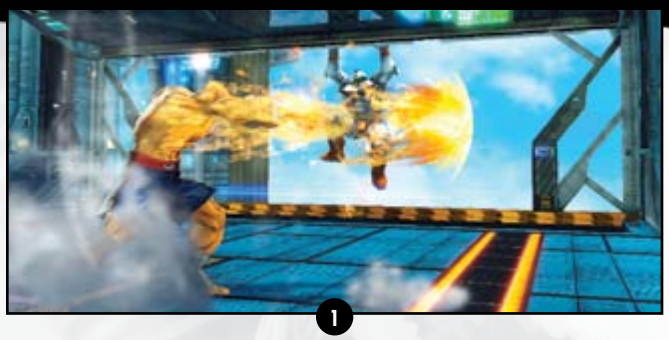
Tiger Genocide: Sagat's Super Art functions the same as his *Street Fighter IV* Ultra Combo, with one significant difference—it's incredibly fast! With only three frames of startup, Tiger Genocide is one of the fastest Super Arts in the game and is capable of punishing many attacks that Sagat can't normally punish. It also has very high juggle potential and is capable of adding significant damage to any connected combo.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇩⇘⇨ + MP MK	High	20 x 5	9	2	50	Switch	-30
Notes								
73 frame cinematic freeze before attack begins, full body invulnerability frames 1-10								


1

Sagat's Cross Art causes him to unleash a powerful Muay Thai kick on his opponent, following it with a series of devastating elbow and knee strikes before kicking the opponent to his partner. As a Cross Art attack, it's mostly unremarkable, but it has enough invulnerability to use as a reversal that can safely put Sagat on the bench. This Cross Art has low juggle potential, although you should have no problem connecting it off of any ground combo.


1

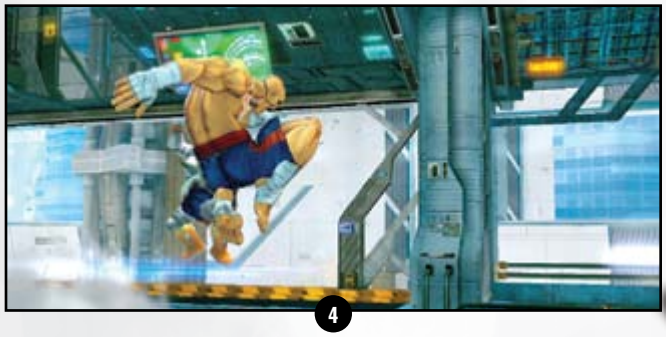
High Tiger Shot: During this attack, Sagat throws a high flaming projectile at his opponent. High Tiger Shot releases and recovers quickly, making it an effective and mostly safe zoning tool from long range. Unfortunately, High Tiger Shot is a crouchable high, which means even the tallest characters can always crouch under it. The LP version is very slow, allowing you to cover the screen with a projectile for a long time. But the HP version is also quite slow for an HP-class projectile, so it is difficult to pin down your opponent in a barrage of projectiles. The EX version has two points of projectile durability and deals good damage if you manage to hit an opponent. In the corner, you can easily combo after it, but it will only work against a standing opponent. Before throwing it out, be sure to verify that your opponent isn't crouching.


2

Low Tiger Shot: This attack causes Sagat to throw a low flaming projectile at his opponent. Even though the attack is called Low Tiger Shot, it can be blocked standing. Low Tiger Shot is particularly useful against many of the *Tekken* characters. Although they have moves that mostly avoid projectiles, many of them cannot pass through this one! While Low Tiger Shot can hit characters even if they're crouching, it has more recovery than High Tiger Shot. You should generally use Low Tiger Shot only against a full screen opponent. It is very punishable on block from up close and can be punished by a full jump-in combo when used within your opponent's jump range. EX Tiger Shot is identical to the HP version, but deals more damage, knocks down on normal hit, and is mostly safe on block.


3

Tiger Uppercut: This anti-air special attack causes Sagat to leap into the air pointing his muscular fist toward the sky. This attack is invulnerable until one frame after it hits, making it an excellent reversal attack against grounded opponents. As an anti-air, it must be done very deep because during its invulnerable frames because its hitbox is angled low to the ground. If Tiger Uppercut hits late, it does less damage, so make sure it hits deep whenever possible. When using it as a reversal, you can remain safe by Switch Canceling the attack—if it hits, you can continue into a combo; if it's safe, you can cover Sagat's retreat with your benched partner character! This technique is safer the closer you are to the corner because your partner requires less time to enter the screen. EX Tiger Uppercut is a multi-hitting reversal that is invulnerable and deals massive damage. If you miss the first hit, you'll miss out on considerable damage, so hit your opponent as low to the ground as possible.


4

Tiger Knee Crush: Sagat takes to the air and charges toward his opponent with a devastating knee attack during this Special Move. This attack is Super Chargeable, and can be used to gain meter from full screen by charging and then quickly dash-canceling. As a raw attack, it's difficult to use—at max ranges it's still punishable and, unless both hits connect, it deals little damage. In the corner, you can combo off a max range LK Tiger Knee Crush. Check the Combo Usage section for more details on how to set this up every time. The EX version is more useful in combos because it wall bounces an opponent on hit, giving you a chance to perform a huge juggle combo. Unfortunately, EX Tiger Knee Crush uses up most of your juggle potential, limiting the extra attacks you can add. Check the Combo Usage section for more details.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

OVERVIEW



HK Low Tiger Shot can attack your opponent from full screen, while LK Low Tiger Shot can take up space, preventing your opponent from advancing.



If opponent jumps over a Low Tiger Shot late, knock them out of the air with High Step Kick!

Sagat is most effective at long ranges where he can safely attack an opponent with Tiger Shots. You should primarily attack with Low Tiger Shots and fire off a High Tiger Shot if you think the opponent will jump to avoid your Low Tiger Shot. If opponents jump over your projectiles, knock them out of the air with standing HK or High Step Kick. If opponents jump over a Low Tiger Shot, you might not have time to hit them due to Low Tiger Shot's recovery. Do not to stick out anything with too much recovery. If an opponent's jump is going to land within half screen range but outside of Tiger Uppercut range, use Low Step Kick to get closer. Then, cancel it before it hits into Tiger Uppercut. This technique requires some lead time, so learn each character's jump range before using it. If you miss, you will be vulnerable from whiffing a Tiger Uppercut and you'll have moved yourself closer to your enemy!

From mid range, refrain from throwing raw Tiger Shots—Low Tiger Shot has long recovery, allowing opponents to easily punish you if they avoid one! Poke at your opponent with Low Step Kick, crouching MK whiff canceled into Low Tiger Shot, and standing LK whiff canceled into Boost Combo to crouching HK . Low Step Kick recovers quickly and can chip away at an opponent, resulting in huge damage on Counter Hit. By quickly canceling crouching MK on whiff into Low Tiger Shot, the projectile will only come out if your MK connects, allowing you to poke with a projectile without throwing one from an unsafe distance. Whiff canceling into a Boost Combo from standing LK works on the same principle: standing LK will only cancel into crouching HK if it connects, allowing you to combo into crouching HK with very little risk!

Sagat has several ways to attack an opponent at close range, although many of them put him at considerable risk. You should poke at your opponents with crouching LK , LP or MP and occasionally throw out a mid-hitting Heavy Tiger Elbow or throw. If either crouching attack connects, you can link into crouching MP and cancel into Tiger Uppercut for decent damage. It's easier to link off crouching MP than his light attacks, but it pushes you out of throw range, limiting your options if it's blocked. At close range, don't cancel into Tiger Shot if your attacks are blocked—High Tiger Shot will miss crouching opponents and Low Tiger Shot is unsafe on block against close range opponents! All of Sagat's Special Moves are unsafe from close range, so you should only cancel into one if you're sure your attacks will hit. If you get a knockdown, cross up your opponent with jumping LK or back away from your opponent. Sagat is stronger from ranges where he can poke away at an opponent and use Tiger Uppercut to counter their attacks.



If your opponent is jumping at you just outside of Tiger Uppercut range, throw out Low Step Kick…



…then cancel it into Tiger Uppercut before it hits!

Defensively, Sagat is very strong because he can stop jump-ins with Tiger Uppercut at close range and at a distance by performing Low Step Kick canceled into Tiger Uppercut. Outside of Tiger Uppercut range, Sagat can also swat jump-ins out of the air using standing HK or High Step Kick. If an opponent is jumping in deep, use LP Tiger Uppercut instead of HP—HP Tiger Uppercut moves Sagat forward and can cause the attack to sail under the opponent! You can stop cross-ups on both sides of Sagat by performing LP Tiger Uppercut to release it as late as possible, which allows Sagat to turn around and hit the opponent on the other side! Some cross-ups will always defeat this technique, so learn which cross-ups can't be stopped.

When Sagat is knocked down, he can escape almost any situation using a reversal Tiger Uppercut. If you know an attack is coming while he's on the ground, feel free to let one rip. However, if your opponent sees it coming, they can easily block and watch as your Tiger Uppercut sails harmlessly into the sky. Knowing when and when not to use Tiger Uppercut is an important skill. You can use your opponent's block against them by waking up and throwing them! If you think your opponent will backdash away from your Tiger Uppercut, beat the backdash by waking up with Low Step Kick canceled into Tiger Uppercut. Once you've proven your willingness to use Tiger Uppercut, start mixing up your wakeup by waking up with throw or Heavy Tiger Elbow to hit crouch blocking opponents. If you think your opponent will cross you up on wakeup, your best option is generally Quick Forward Rolling away from the jump-in. A properly timed Tiger Uppercut can stop cross-ups, but it's better to avoid risk and simply escape the pressure.

CARVE THE STING OF DEFEAT INTO YOUR CHEST! LEARN FROM THIS AND BECOME STRONGER!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LK, cr.LP, cr.MP ▷ ⇨⇩⇘ + HP

213 damage

This is a basic combo using Sagat's ability to link into crouching MP from crouching LP or LK. Crouching LP and LK are basically the same and offer equal advantage. So if you find it easier, use two crouching LK attacks. Two crouching LP attacks will generally push you out of crouching MP's range, causing this combo to fail. If you find this combo difficult, remove crouching MP altogether and instead use three crouching LP attacks for slightly less damage.

II. Cr.MP, cr.MP ▷ ⇨⇩⇘ + KK, J.HP, ⇨⇩⇘ + HP

336 damage, 1 block, midscreen required

This link is much easier than linking light attacks together. However, this combo will only work from close range or off a jumping LK cross-up. EX Tiger Knee Crush wall bounces the opponent but is very difficult to combo after in the corner. Hold up-forward after the Knee Crush to attack with jumping HP immediately after recovering. Perform HP Tiger Uppercut as soon as you land to finish the combo.

III. Cr.LK ▷ cl.MP ▷ ⇩⇘⇨ + PP, cr.MP, cr.MP, cr.MP ▷ ⇨⇩⇘ + HP

320 damage, 1 block, corner & standing required

This combo uses a Boost Combo to force your opponent to stand so you can connect with EX High Tiger Shot. If your opponent is already standing, you can omit the Boost Combo and link into crouching MP for more damage, but it will be very difficult to verify. After the EX High Tiger Shot hits, immediately attack with crouching MP and tag on two more before canceling into HP Tiger Uppercut.

IV. Cr.LP, st.LP, cr.MK ▷ ⇨⇩⇘ + LK, cr.MP, cr.MP, cr.MP ▷ ⇨⇩⇘ + HP

271 damage, corner required

If LK Tiger Knee hits very late when your opponent is in the corner, you can juggle after it for big damage. This is very difficult to set up because the range required is very specific—if you replace the first crouching LP with crouching LK, the combo won't work! Crouching LP to standing LP is a one frame link that you can't plink, making this combo even more difficult. Standing LP linked to crouching MK is also a one frame link, but you can plink it to lessen the difficulty. The three attack link at the beginning of this combo is by far the hardest part—after you've performed Tiger Knee Crush, finishing this combo is very easy! Simply throw out crouching MP as fast as possible, then cancel the third into HP Tiger Uppercut.

V. Cr.LK, cr.MP ▷ ⇨⇩⇘ + KK, J.HP, ⇨⇩⇘ + KKK

462 damage, 3 blocks

This combo provides an easy way to verify a hit into Tiger Genocide. This combo is mostly the same as **combo II**, but slightly easier since Tiger Genocide is faster than HP Tiger Uppercut!

VI. (Counter Hit) ⇨ + LK, J.HK, cr.MK ▷ ⇨⇩⇘ + HP

255 damage

When Low Step Kick Counter Hits standing opponents, it staggers them and gives you the opportunity to connect with a full jump-in combo! It's hard to verify on hit unless you're prepared for it. So prepare to jump forward any time you perform Low Step Kick, but only jump if you see the Counter Hit message appear. It's better to use crouching MK if you're sure the jump-in is going to connect because it moves Sagat closer to the opponent and makes it easier to connect with a full damage Tiger Uppercut.

VII. Cr.MP ▷ ⇨⇩⇘ + HP

Damage depends on damage scaling

Sagat doesn't have many ways to continue a juggle by himself after a switch, and EX Tiger Knee Crush will take away all your juggle potential. To finish a handoff, just perform this combo. Isn't incredibly flashy, but it deals good damage for what it is!

Combo Appendix

Sequence	Notes
Cr. LK, cr. LP, cr. LP	Trial 9
Cr. MP, cr. MP	Trial 10
St. MP ▷ ⇨⇩⇘ + KK, ⇨ + HK, ⇨⇩⇘ + PP	Trial 12, midscreen required.
J. LK, cl. LK ▷ cl. MK ▷ cl. HK ▷ ⇨⇩⇘ + KK, ⇨⇩⇘ + K	Trial 13, midscreen required.
⇨⇩⇘ + LK, cr. MK ▷ ⇩⇘⇨ + PP, ⇨⇩⇘ + HP	Trial 14, corner required.
⇨⇩⇘ + KK, ⇨⇩⇘ + KK, ⇨⇩⇘ + KK	Trial 15, midscreen required.
J. LK, cr. LK, cr. LP, cr. MP ▷ ⇨⇩⇘ + HP	Trial 16, cr. LP to cr. MP is a 1 frame link
Cr. LK ▷ cr. MK ▷ ⇨⇩⇘ + KK, ⇨⇩⇘ + LK, ⇨⇩⇘ + KKK	Trial 17
Cr. LK, cr. LK, cl. LK ▷ cl. MP ▷ cl. HK ▷ ⇨⇩⇘ + KK, ⇨⇩⇘ + PP	Trial 18
Cl. HK ▷ ⇩⇘⇨ + PP, cr. MP ▷ ⇩⇘⇨ + KK, cr. LP ▷ ⇩⇘⇨ + PP, cr. MK ▷ ⇨⇩⇘ + HP	Trial 19, corner required.
J. LK, cr. LK, cr. MP, st. LP ▷ ⇨⇩⇘ + KK, ⇨ + HK, ⇨ + LK ▷ ⇨⇩⇘ + KKK	Trial 20, midscreen required, cr. LK to cr. MP is a 1 frame link. ⇨ + LK doesn't have to hit, whiff cancel it into ⇨⇩⇘ + KKK

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

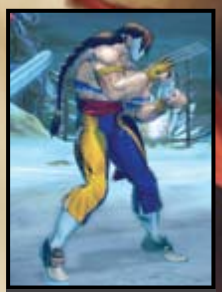
From the Library of Chris Miller

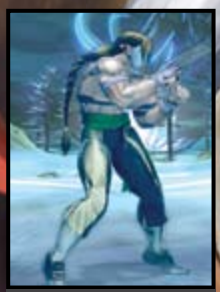
Vega

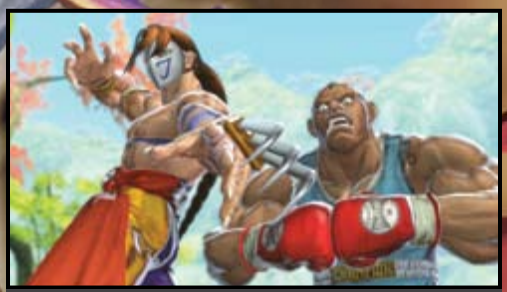
Blood Stained Rose

As a top level Shadaloo member, Vega is a maniacal sadist who enjoys tormenting his victims. He is obsessed with the idea of beauty and fights to rid the world of everything he deems ugly. Vega hides his face behind a mask, and with grace he soars through the air and takes down his opponents with style. He is often called the Spanish Ninja. Under orders from M. Bison, Vega and Balrog head to Antarctica to retrieve Pandora.

Win Comment 1: Scream! Cry! Whimper! Your blood and your dying groans give me nothing but pleasure!
Win Comment 2: I shall never tire of sending unsightly souls to the afterlife.
Win Comment 3: My beauty knows no bounds, no mortal limits. And so, too, shall your pain be endless…


Color 1


Color 2


Uneasy Alliance

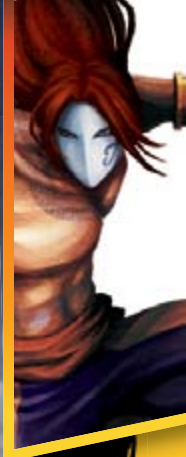

Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



MY BEAUTY KNOWS NO BOUNDS, NO MORTAL LIMITS. AND SO, TOO, SHALL YOUR PAIN BE ENDLESS...



DATA ARSENAL

Vitality	950
Forward Dash Duration	19 frames
Backdash Duration	8 frames invulnerability, 11 frames airborne, 3 frames grounded (22 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	34 frames (34 frames)
Diagonal Jump (and High Jump) Duration	34 frames (34 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	4	2	11	+4	0	SM, EX, SA, CA	—
2	Standing MP	High	60	7	2	17	+2	-2	—	—
3	Standing HP	High	90	8	3	23	-1	-6	—	Crumples on standing Counter Hit
4	Standing LK	High	30	5	2	10	+5	+1	—	—
5	Standing MK	High	60	8	2	18	+1	-3	—	—
6	Standing HK	High	50, 40	5	4	27	-4	-9	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	4	2	11	+4	0	SM, EX, SA, CA	—
2	Close standing MP	High	60	7	2	16	+3	-1	SM, EX, SA, CA	—
3	Close standing HP	High	45 x 2	7	3(6)3	16	+7	0	1st hit SM, EX, SA, CA	Forces standing on hit
4	Close standing LK	High	30	4	2	11	+4	0	—	—
5	Close standing MK	High	60	6	2	13	+6	+2	SM, EX, SA, CA	—
6	Close standing HK	High	50, 40	4	4	23	0	-6	—	—

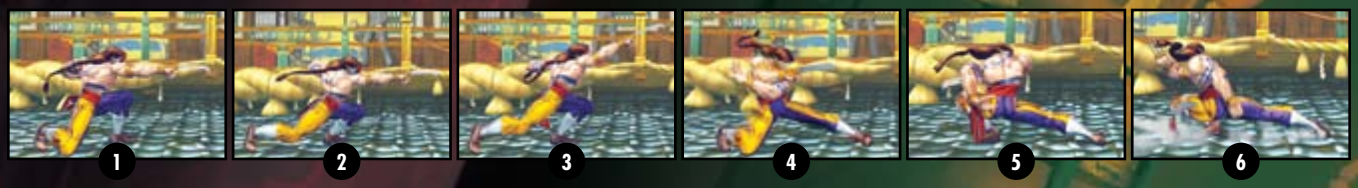


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

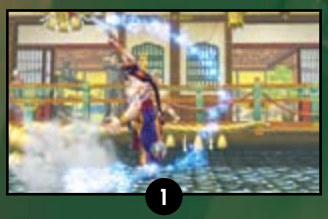
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	2	10	+5	+1	SM, EX, SA, CA	—
2	Crouching MP	High	60	4	2	20	-1	-5	SM, EX, SA, CA	—
3	Crouching HP	High	90	4	2	27	-3	-9	—	Forces standing on hit
4	Crouching LK	Low	30	4	2	10	+5	+1	SM, EX, SA, CA	—
5	Crouching MK	Low	60	6	3	13	+5	+1	SM, EX, SA, CA	—
6	Crouching HK	Low	90	9	13	17	Sweep knockdown	-10	—	—



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120	16	5	17	Hard knockdown	-4
Notes								
Similar to Cosmic Heel, full body invulnerability frames 1-16								



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	5	5	Until grounded, 4 frames landing	+12	+4	—	—
2	Vertical jumping MP	Mid	70	5	3	Until grounded, 4 frames landing	+16	+5	—	—
3	Vertical jumping HP	Mid	100	6	2	Until grounded, 4 frames landing	+20	+8	—	—
4	Vertical jumping LK	Mid	40	6	9	Until grounded, 4 frames landing	+12	+4	—	—
5	Vertical jumping MK	Mid	70	6	6	Until grounded, 4 frames landing	+16	+5	—	—
6	Vertical jumping HK	Mid	100	4	5	Until grounded, 4 frames landing	+20	+8	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	5	5	Until grounded, 4 frames landing	+12	+4	—	—
2	Diagonal jumping MP	Mid	70	5	5	Until grounded, 4 frames landing	+16	+5	—	—
3	Diagonal jumping HP	Mid	100	6	4	Until grounded, 4 frames landing	+20	+8	—	—
4	Diagonal jumping LK	Mid	40	6	7	Until grounded, 4 frames landing	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	6	7	Until grounded, 4 frames landing	+16	+5	—	—
6	Diagonal jumping HK	Mid	100	6	6	Until grounded, 4 frames landing	+20	+8	—	—



Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Piece of Mercury	↖ + MK	Mid	60	22	3	12	+4	0	—	Knockdown on airborne foes
2	Cosmic Heel	↖ + HK	Crouchable high	90	13	5	17	Knockdown	-4	—	—
3	Back Slash	P P P	—	—	—	—	67	—	—	—	Full body invulnerability frames 1-60
4	Short Back Slash	K K K	—	—	—	—	43	—	—	—	Full body invulnerability frames 1-33
5	Wall Jump	(in air, near wall) ↗	—	—	—	—	28	—	—	—	—

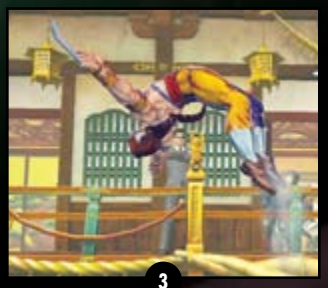


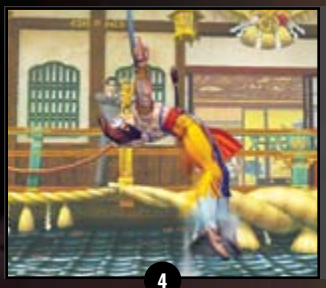
Piece of Mercury: Vega performs a small hop into an overhead axe kick. Piece of Mercury is neutral on block and +4 on hit, meaning you can link afterward with cr.MP ▶ ↙ (charge) → ◇ MK into the rest of **combo I**. This is a 1 frame link, so it's best to plink cr.MP to mitigate the strict timing. This is useful to do on both hit and block, since cr.MP after a blocked Piece of Mercury acts as a frame trap with a 4 frame window to interrupt. Use this attack after your opponent has been conditioned to block low from cr.LK and cr.HK.

Cosmic Heel: Vega hops forward with a kick attack. Cosmic Heel causes a knockdown if it connects and can be followed with juggles for extra damage (see **combo III**). Vega travels a significant distance forward during this attack, making it useful as a mid range poke and as a means to get into close range. It is also safe if blocked at the maximum range possible, which is roughly at cr.MP range.

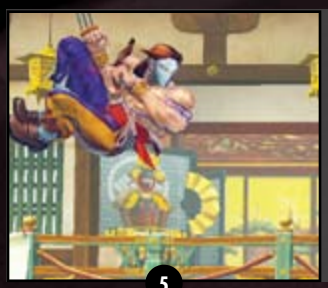
You can replace a mid range poke of cr.MP with Cosmic Heel, which has higher damage potential. It is much slower to start, however, so you must wait for an ideal opportunity to use it, but this can be done with a good read on your opponent's mid range behavior. You can also perform Cosmic Heel just outside of its striking range to intentionally whiff, then mix between cr.LK into **combo I**, cl.HP into **combo II**, or a throw after recovering. This is best used once your opponent has been conditioned to block Cosmic Heel at the maximum distance possible several times beforehand.







Back Slash, Short Back Slash: Vega retreats with a back flip that is invulnerable for the majority of its duration. Back Slash retreats roughly half of a screen away and is vulnerable the last 7 frames, while Short Back Slash retreats only a character's length away and is vulnerable the last 10 frames. You can use Back Slash to get out of a bad situation, although it is easily punished by walking forward and striking as Vega lands back on his feet. Short Back Slash can be used to dodge attacks while still being in range to attack, even though it is also punishable if reacted to fast enough.



Wall Jump: Vega can jump off the wall by jumping toward the edge of the screen, then you can command Vega to push off by pressing the opposite direction of the initial jump. This can be done on either wall and is dependent on the screen's edge, not the corner. Vega covers twice the lateral distance of his normal diagonal jump, making this a quick way to gain a significant amount of ground. This technique can be used to escape corners. Opponents who have Vega cornered are usually actively watching for a Wall Jump to punish, so you can steer their attention by jumping backward to fake the Wall Jump, then perform it as they begin to inch closer. You can also jump off the opposing wall to bait out reversals from an opponent waking up in the corner, following with **combo I** or **II** to punish their recovery.

Vega is airborne for a long time when performing a Wall Jump, making it easy for opponents to react to and counter if their positioning is ideal. Thus, these jumps should be performed based on positioning, not on the hopes that the opposing player won't react on time—in fact, they will. Instead, learn the distance that Wall Jump travels, then use that knowledge to predict where the jump will take you if you perform it in any given situation. This can help to calculate how risky the jump will be.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Rolling Crystal Flash	⇦ (charge)⇨ + LP	High	20, 70	10	9(6)4	28	-1	-3	—	Requires ⇦ charge of 58 frames to execute
	MP Rolling Crystal Flash	⇦ (charge)⇨ + MP	High	10 x 3, 80	22	9(5)8(5)8(5)4	26	+1	-5	—	Requires ⇦ charge of 58 frames to execute
	HP Rolling Crystal Flash	⇦ (charge)⇨ + HP	High	10 x 4, 90	25	9(5)8(5)9(5)8(5)4	26	+4	-7	—	Requires ⇦ charge of 58 frames to execute
	EX Rolling Crystal Flash	⇦ (charge)⇨ + P P	High	25 x 4, 30	25	9(5)8(5)9(5)8(5)4	16	+8	+3	—	Requires ⇦ charge of 58 frames to execute, projectile invulnerable frames 1-83
2	LK Scarlet Terror	⇗ (charge)⇨ + LK	High	70	8	10	23	Floats	-18	—	Requires ⇗ charge of 34 frames to execute
	MK Scarlet Terror	⇗ (charge)⇨ + MK	High	60, 40	8	10	24	Floats	-19	—	Requires ⇗ charge of 34 frames to execute
	HK Scarlet Terror	⇗ (charge)⇨ + HK	High	60, 40	5	12	24	Floats	-21	—	Requires ⇗ charge of 34 frames to execute
	EX Scarlet Terror	⇗ (charge)⇨ + K K	High	80, 70	6	12	23	Floats	-20	—	Requires ⇗ charge of 34 frames to execute
3	LK Flying Barcelona Attack	⇩ (charge)⇧ + LK	—	—	—	—	91/102	—	—	—	Requires ⇩ charge of 34 frames to execute
	MK Flying Barcelona Attack	⇩ (charge)⇧ + MK	—	—	—	—	91/105	—	—	—	Requires ⇩ charge of 34 frames to execute
	HK Flying Barcelona Attack	⇩ (charge)⇧ + HK	—	—	—	—	91/106	—	—	—	Requires ⇩ charge of 34 frames to execute
	EX Flying Barcelona Attack	⇩ (charge)⇧ + K K	High	50	10	1/16	81/86	Floats	-2	—	Requires ⇩ charge of 34 frames to execute, attack is active until Vega reaches the wall
4	Flying Barcelona Attack Follow-up	(during Flying Barcelona Attack) P	Mid	120	4	11	Until grounded, 31 frames landing	Floats	-13	—	—
	EX Flying Barcelona Attack	(during EX Flying Barcelona Attack) P	Mid	30 x 2	1	2(1)11	Until grounded, 31 frames landing	Floats	-11	—	—
5	Izuna Drop	(during Flying Barcelona Attack) (near opponent) ⇨ or ⇦ + P	Throw	150	1	2	Until grounded, 31 frames landing	Hard knockdown	—	—	—
6	Remove Claw	⇨⇩⇘ + LP	—	—	—	—	41	—	—	—	Removes claw, all P attacks receive 10% damage penalty
7	EX Remove Claw	⇨⇩⇘ + LP MP	—	—	—	—	41	—	—	—	Removes mask, all attacks receive 10% damage penalty, Vega suffers 10% more damage while mask is removed
8	Sky High Claw	⇩ (charge)⇧ + HP	High	110	26/42	Until reaches opponent or wall	35/40	-13/-15	-6/-7	—	Position determines startup/recovery frames, causes wall bounce on Counter Hit
	EX Sky High Claw	⇩ (charge)⇧ + P P	High	60 x 2	21/30	21	30	Floats	-14	—	Position determines startup frames

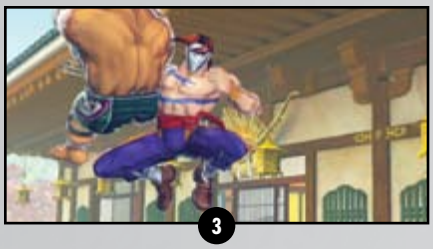
I SHALL NEVER TIRE OF SENDING UNSIGHTLY SOULS TO THE AFTERLIFE.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Rainbow Suplex	⇨ or N + LP LK	Throw	130	7	2	20	Hard knockdown
2	Crescent Line	⇦ + LP LK	Throw	130	7	2	20	Hard knockdown
3	Stardust Drop	(in air) LP LK	Air throw	150	7	2	Until grounded, 4 frames landing	Hard knockdown

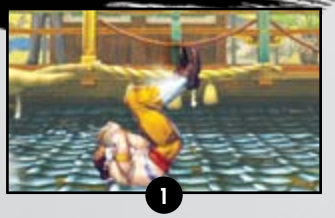

1


2


3

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

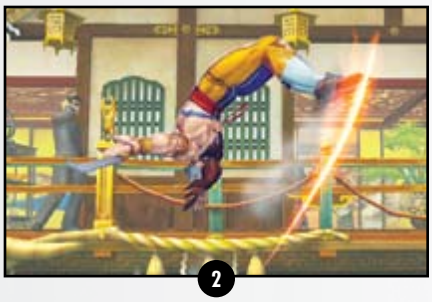
From the Library of Chris Miller



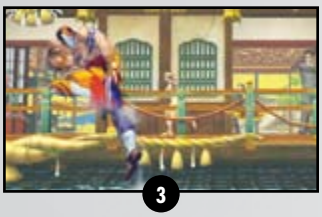
Rolling Crystal Flash: Vega rolls forward before stabbing with his claw. The length of Vega's roll is determined by the attack strength used. LP Rolling Crystal Flash starts up the fastest, does the least damage, but is only -3 on block, making it difficult to punish. MP Rolling Crystal Flash travels farther but starts up considerably slower and is unsafe if blocked. HP Rolling Crystal Flash has the longest duration and startup, but this attack can be linked into cr.MP afterward, a 1 frame link. EX Rolling Crystal Flash is invulnerable to projectiles during its duration, making it usable as a counter to projectiles from mid range. It is +8 on hit, making it much easier to follow with cr.MP than HP Rolling Crystal Flash.

This Special Move can be used as pressure at mid to close range. Most versions of Rolling Crystal Flash are slow to start up, making them difficult to use in combos. However, LP Rolling Crystal Flash starts up fast enough to be used in combos and is difficult to punish on block. It will combo or act as a true blockstring if canceled from cr.MP and keeps Vega within striking range upon recovering. Rolling Crystal Flash's long duration, as well as its ability to keep opponents in a standing position, makes it usable as a hand-off if you can manage to make contact with it.

Scarlet Terror: Vega springs up with a flip attack. LK Scarlet Terror is one-hit, does the least damage, and has the shortest range, but it can be followed with juggles if connected. MK Scarlet Terror does more damage, has longer range, and also allows for juggles afterwards. HK Scarlet Terror has the farthest reach and fastest startup, but it can only be followed with Bloody High Claw to juggle. EX Scarlet Terror does the most damage but behaves similarly to MK Scarlet Terror.

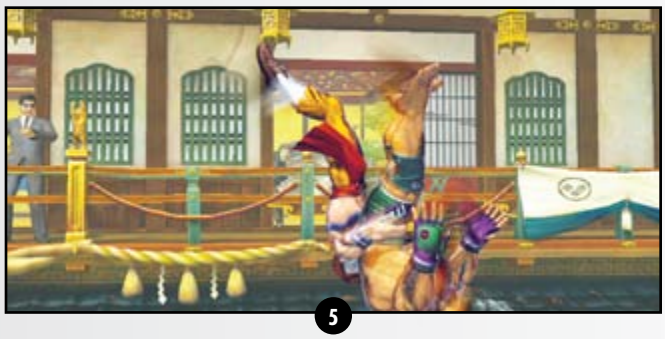


LK and MK Scarlet Terror are best used in combos because of their possible juggle extensions while HK and EX Scarlet Terror are best used defensively due to their startup speed. HK and EX Scarlet Terror have no special properties to boost their anti-air ability and rely only on their speed and attack angle to stop aerial attacks. MK, HK, and EX Scarlet Terror can all be followed with Bloody High Claw. Charge ↓ immediately after performing Scarlet Terror to ensure you have a charge ready for the Super Art.

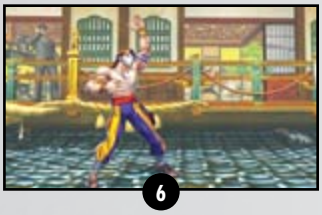




Flying Barcelona Attack: Ending the motion with ↑ or ↖ will cause Vega to leap to the wall behind him. Ending the motion with ↗ will cause him to leap to the opposite wall . After Vega jumps off the wall, you can control his trajectory using ← or → . Holding ← will cause Vega to stall his forward trajectory, while holding → will cause him to fly forward at high velocity. Remember that you do not have to commit to one direction or another. You can start by stalling his forward momentum as soon as he kicks off the wall then, to surprise your foe, suddenly zip across the screen as you begin to descend. Using a N input will cause Vega to home in on the opponent's position, setting them up for Izuna Drop. Pressing P while in flight will perform Flying Barcelona Attack Follow-up, an attack that causes Vega to slice foes from above. This overhead attack strikes directly below Vega and has the ability to cross-up opponents with manipulation of Vega's trajectory. This Special Move, along with the follow-up attack, has a long period of recovery upon landing, so be sure to either land at a safe distance or connect with the attack you've committed to.



Izuna Drop: Vega snatches opponents from the air into an aerial backdrop. Izuna Drop looks similar to Flying Barcelona Attack Follow-up but adds 2 frames of a throw hitbox to the attack's startup, meaning a whiffed Izuna Drop will still result in the follow-up attack. Izuna Drop starts immediately and is active for only 2 frames, so your timing must be precise in connecting with this attack. The throw range of this attack covers mostly the area below Vega, so remember this when positioning Vega for the throw.





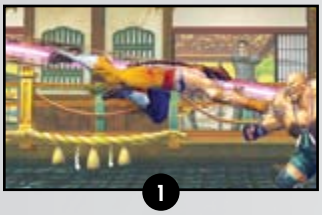
Remove Claw: You can choose to manually remove Vega's claw with → ↓ ↘ + LP, or both claw and mask with → ↓ ↘ + LP MP, both of which inflict negative penalties to Vega. You are also vulnerable to attacks during this Special Move, limiting its use.



Sky High Claw: Vega leaps to the wall before flying in the other direction with a claw attack. Ending the motion with ↑ or ↖ will cause Vega to leap to the wall behind him, while ending the motion with ↗ will cause him to leap to the opposite wall . Sky High Claw is best used after your opponent has been conditioned with Flying Barcelona Attack and Flying Barcelona Attack feints. You can catch players anticipating Flying Barcelona Attack off guard due to the speed and angle that Vega attacks in as he jumps off the wall. Be wary of your opponent's options to this attack on hit. You are at a heavy frame disadvantage even on hit, making it punishable with certain attacks (such as Super Arts). EX Sky High Claw causes a float on hit and can be followed with a juggle (see **combo IV**). Both versions are unsafe if blocked.

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Notes
1	Bloody High Claw (toward opponent)	↓ (charge)↑ + P P P	High	50, 70, 40 x 4	6	Until striking opponent or wall(28)active until reaching opposite wall	4	Hard knockdown	-23	65 frame cinematic freeze before attack begins, full body strike invulnerable until Vega reaches wall
—	Bloody High Claw (away from opponent)	↓ (charge)↑ + P P P	High	70, 40 x 4	34	Until reaching opposite wall	4	—	-17	65 frame cinematick before attack begins, strike invulnerable frames 1-4



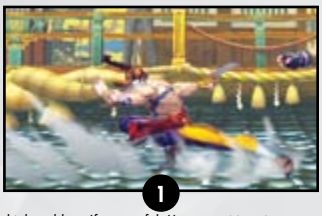
Bloody High Claw: Vega leaps to the wall before flying forward at an angle with a claw attack. If successful, Vega transitions into a series of wall-jumping attacks into a hard knockdown. Holding ↖ or ↗ after the screen freeze will cause Vega to fly to the wall behind him or to the wall opposite him, respectively. Like EX Flying Barcelona Attack, this attack is active while Vega ascends to the wall and will guarantee the claw attack to connect if the initial leap attack hits. Bloody High Claw is strike invulnerable on startup and can be used as a reversal or in combos. It is unsafe if blocked.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↖→ + MP MK	High	20, 40 x 2	9	15	40	Switch	-33
Notes								
Requires ↓ charge of 34 frames to execute, 62 frame cinematic freeze before attack begins, full body invulnerability frames 1-10								



Vega performs Splendid Claw, his Ultra II from *Super Street Fighter IV*. Although he speeds forward with a slide attack, this attack is not considered low and can be guarded both high and low. If successful, Vega transitions into a cinematic attack ending with a hand-off to his partner. This attack is invulnerable on startup and can be used as a reversal or in combos, but it is punishable if blocked or avoided.

OVERVIEW



During ***combo II***, hit as late as possible with EX Flying Barcelona Attack Follow-up. If it is timed correctly, the opponent will be descending at point-blank range for Bloody High Claw.



Diagonal J.HP can cross up, but the angle used is different than usual. Learn its cross-up positioning!

Vega can be frustrating for opponents because of his long reach and mobility. He operates most effectively at mid range, and he has the reach to out-poke opponents with little effort. Cr.MP is your main weapon of choice at this range. It has the startup speed of a light attack, reach that is matched by only few attacks of its kind, and requires little commitment to use. You can stay at the maximum distance of cr.MP range, a distance that is shared with ↖ + HK (Cosmic Heel), st.HP, and cr.HK. From this range, you can take advantage of the speed and range of cr.MP by using it as both a poke and counter-poke. How your opponent reacts to cr.MP can dictate your mid range strategy thereafter. If you connect with cr.MP multiple times, you should anticipate a change in your opponent's game plan. Opponents who are struck multiple times by cr.MP might be more inclined to attack from the air, which you can counter with st.HK on reaction or with an air throw if anticipated. If you notice that players are wary of cr.MP and begin to show it respect by staying in a defensive position or out of range, you can take advantage by mixing with Cosmic Heel, which can be performed at a range similar to cr.MP.

Cosmic Heel is safe if blocked at the maximum range possible and leads to **combo III** if it connects. You can also trick opponents by intentionally whiffing it so that you recover at close range and immediately throw or tick with cr.LK. You can also take advantage of opponents frozen by cr.MP by simply walking forward into cr.LK range. Vega's walk speed is fast enough to make him slip into close range if the opponent is actively watching for cr.MP. St.HP and cr.HK can also be used effectively at mid range. St.HP reaches slightly farther than cr.MP, deals more damage, but is slower to start. It can be used after becoming more familiar with your opponent's footsie habits and is more likely to get a reaction from opponents on hit than cr.MP due to its damage. Cr.HK is a slide attack that, like Cosmic Heel, can be difficult to punish if blocked at the maximum range possible. This slide reaches farther than Vega's other mid range pokes, so your positioning should be adjusted accordingly when using it. After counter-poking with cr.HK for a sweep knockdown, you can attempt an ambiguous cross-up with J.HP.

If you have the life lead, you can perform Flying Barcelona Attack feints to get a reaction from your opponent. At long range, perform the attack with ↖ to jump to the wall nearest to you, then hold ← after the wall jump to stay at a safe distance. Once opponents become familiar with this tactic, you can begin to mix up with Flying Barcelona Attack Follow-up and Izuna Drop by delaying your trajectory with ←, then darting forward with → into either attack. Players conditioned with Flying Barcelona Attack feints can also be mixed up with Sky High Claw, but this is even riskier. EX Sky High Claw leads to big damage, however, and can be difficult to guard on reaction when used as a cross-up by jumping off the opposing wall. Remember that Flying Barcelona Attack tricks and tactics range from risky to entirely unsafe depending on the opposing character. Most characters have some way of dealing with this attack, whether you fake the attack or not. These tactics should be used as a way to goad opponents into approaching. Once opponents are forced to come to you, stand your ground with a solid mid range game.

Defensively, Vega does not have any invulnerable reversals to use other than Back Slash/Short Back Slash (which are easily punished), Bloody High Claw, and his Cross Art. Instead, you must rely on speed while playing Vega. Cr.LK starts in 4 frames, making it usable as a defensive poke to interrupt aggressive players. St.HK starts in 5 frames, this makes it fast enough to be used as anti-air on reaction. Jumps that are anticipated can be countered with an air throw, which sends a strong message to the opposing player that their character should stay on the ground. Opponents attempting to cross-up while pressuring at close range can be stopped with vertical J.HK. If you have a charge ready, you can use an early-timed HK or EX Scarlet Terror to stop jump-ins as well as surprise opponents attempting to advance on the ground.

At close range, cr.LK is an invaluable attack. It starts up just as fast as cr.LP and cr.MP, hits low, and can be used to confirm into **combo I**. Vega's hurtbox barely extends during this attack, making this poke invulnerable past his knee. Cr.LP is also useful at close range and can reach at distances in which cr.LK cannot. These two attacks are used together along with cr.MP as a hit-confirm of cr.LK, cr.LP, cr.MP. This hit-confirmation is powerful because it allows enough time to charge for MK Scarlet Terror, which is canceled into from cr.MP for Vega's bread and butter combo. As a result, you can simply walk forward into cr.LK range and begin charging with ↗ + LK. If this sequence is blocked, you can cancel into LP Rolling Crystal Flash for safe pressure and chip damage. Alternatively, you can stop the blockstring at cr.LP, walk forward slightly, then mix between cr.LK (to catch counter-pokers or crouch techs) or throw (for overly defensive opponents). You can also walk forward and perform cl.HP, which has fast startup, links into **combo I** or **II** on hit, and is neutral on block. If blocked, follow immediately with cr.LK or cr.MP for a frame trap that can only be interrupted with an invulnerable reversal or an attack that starts in 3 frames. In addition, cl.HP allows enough time to charge for MK Scarlet Terror without the need of advanced charging. As opponents become conditioned to guard low due to cr.LK, you can begin mixing with ↖ + MK (Piece of Mercury), which is safe if blocked and can be linked into cr.LK or cr.MP for a combo on hit.

On an opponent's wakeup, J.HP can be used as a cross-up if timed and positioned correctly. This attack can be deceptive for both player and opponent because of the way it hits. The cross-up is more difficult to use than most other cross-up attacks, but it can also be hard to visually confirm when an opponent is attempting to defend against it. It also aims downward, giving it priority over flimsy anti-air attacks. An opponent's wakeup can be greeted with pressure from cl.HP (which can be confirmed into **combo II**), cr.LK to check low guard, a meaty Cosmic Heel, or even Rolling Crystal Flash. You can also try to harrass with Flying Barcelona Attack and EX Sky High Claw cross-ups, but these options are not as solid and decrease in effectiveness if used frequently.

If Vega takes heavy damage, his claw and mask can be knocked away, causing a 10% decrease in damage and defense respectively. You can recover these items by walking over their location on the playfield. If these items have fallen within your opponent's immediate vicinity, it might be better to remain patient about recovering the items rather than taking a risk to retrieve them. Getting hit with a high damage combo is not worth having that 10% attack/defense back.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LK, cr.LP, cr.MP ▷ ↗(charge)➪ + MK, ↖ + HK, cr.HK

277 damage

This is a bread and butter combo that uses cr.LK, cr.LP, cr.MP to hit-confirm. The timing on this is lenient and can be done rhythmically, using the same timing for both links. This link is important because it grants enough time to charge for ↗(charge)➪ + MK. After recovering from the flip, you must perform ↖ + HK as soon as possible to connect, then cr.HK as soon as you recover from Cosmic Heel.

For increased damage off a clear opening, you can begin the combo with a link of cl.HP, cr.MP, which affords sufficient charge time for LK Scarlet Terror. You can also start this combo with ↖ + MK (Piece of Mercury), which links into cr.LK or cr.MP. You can replace the cr.HK ender with ↓(charge)↗ + K K ▷ ➪ + P (317 damage, 1 block required, charge ↓ during Cosmic Heel), ↓(charge)↗ + P P P (405 damage, 2 blocks required), or ↓↖➪ + MP MK. For Switch Canceling, the juggle after MK Scarlet Terror is substituted with cr.MP ▷ ↗(charge)➪ + LK into a Switch Cancel, which floats opponents high enough for Vega's incoming partner.

II. J.HP, cl.HP, cr.MP ▷ ↗(charge)➪ + MK, ↖ + HK, ↓(charge)↗ + K K ▷ P, ↓(charge)↑ + P P P

534 damage, 3 blocks required

This combo attempts to maximize damage off diagonal J.HP, an aerial attack that has greater priority than most others. If you begin charging ↗ during cl.HP, you will have charged long enough for LK Scarlet Terror after the cr.MP link. Perform ↖ + HK as soon as you recover from LK Scarlet Terror, and begin charging ↓ during Cosmic Heel's startup. After recovering, perform ↓(charge)↗ + P P immediately, which will catch your opponent so long as you used ↗ for the input.

This combo ends with Flying Barcelona Attack Follow-up, which is not to be confused with Izuna Drop. After connecting with Flying Barcelona Attack upon ascending, use a N (neutral) input on the controller until you begin to descend upon the floating opponent so that your trajectory doesn't change. Once you are vertically aligned with your opponent, begin holding ↓ to charge Bloody High Claw, which will have no effect on your positioning. If you wait until your opponent nears the ground before pressing P, Flying Barcelona Attack Follow-up will connect as a cross-up (that is, from the side you were originally on while grounded), causing the opponent to descend right in front of Vega after the attack connects. This puts you at point-blank range to perform ↓(charge)↗ + P P P as soon as you recover from Flying Barcelona Attack Follow-up, which will connect as long as you hold ↗ after the screen freeze. It can be difficult to time this combo based on visual cues since your point of focus is obscured because the screen shifted upwards. To help with this, you must delay the follow-up attack until relatively late to connect with it correctly. If you wish to conserve Cross Gauge, this combo can also be ended with Izuna Drop (447 damage, 1 block required).

III. ↖ + HK, cr.MP ▷ ↗(charge)➪ + LK, cr.HK

269 damage

This combo takes advantage of the juggle opportunity after a Cosmic Heel connects successfully. Start charging ↗ during Cosmic Heel's startup to ensure you have charged enough by the time you connect with juggle cr.MP. After catching with cr.MP, cancel into LK Scarlet Terror and juggle with cr.HK afterward.

IV. ↓(charge)↑ + P P, cr.MK, cr.MP ▷ cr.HK

272 damage, 1 block required

EX Sky High Claw allows juggling afterward, which this combo uses to advantage. Catch with cr.MK upon recovering, then continue with cr.MP ▷ cr.HK. For extra damage, this combo can be ended with cr.MP ▷ ↓(charge)↗ ▷ P P P (441 damage, 2 blocks required).

If your opponent is near the wall to which Vega initially leaps, you will have less time to juggle afterwards due to the attack connecting early. If this happens, you may need to simplify this combo to cr.LK, cr.MP ▷ cr.HK depending on your position after recovering from EX Sky High Claw.

V. (After Tag or Switch Cancel) ↖ + HK, cr.MP, cr.MP ▷ cr.HK

Damage varies due to scaling

You can use this combo after a partner's Launcher or Switch Cancel. ↖ + HK will whiff if not performed as fast as possible. After connecting with Cosmic Heel, quickly juggle with cr.MP, then cr.MP ▷ cr.HK. This combo can also be ended with cr.MP ▷ ↓(charge)↗ + K K ▷ ➪ + P or cr.MP ▷ ↓(charge)↗ + P P P.

SCREAM! CRY! WHIMPER!
YOUR BLOOD AND YOUR DYING GROANS GIVE ME NOTHING BUT PLEASURE!

Combo Appendix

Sequence	Notes
Cl.HP, cr.MP	Trial 9
Cr.MK, cr.MP	Trial 10
J.HP, cr.MP ▷ ↓(charge)↑ + K K ▷ ➪ + P	Trial 11
J.MP, cl.HP, cr.LP ▷ cr.MP ▷ ↗(charge)➪ + K K	Trial 12
↖ + HK, ↗(charge)➪ + HK, ↓(charge)↗ + P P P	Trial 13
↓(charge)↑ + P P, cr.LP, cr.MP ▷ ↓(charge)↑ + K ▷ ➪ + P	Trial 14
J.LK, cl.HP, st.LK, st.LP ▷ st.MP ▷ cr.HK	Trial 15
↓(charge)↗ + K K ▷ P, ↓(charge)↗ + P P P	Trial 16
↖ + HK, cl.HP, cr.MP ▷ ↓(charge)↑ + K K	Trial 17; corner required
J.MK, cr.MP ▷ ↗(charge)➪ + MK, cr.MK ▷ ↗(charge)➪ + LK, ↓(charge)↗ + P P P	Trial 18; corner required
Cr.LP, cr.LK, cr.LP, cr.MP ▷ ↗(charge)➪ + LK, cr.LP ▷ cr.MP ▷ ↗(charge)➪ + K K	Trial 19
↖ + MK, cl.LK, cr.LP, cr.LK, st.LP ▷ ↗(charge)➪ + HK, cr.MK ▷ ↓(charge)↗ + P P P	Trial 20; use input of ↗(charge), N + LP ▷ ➪ + HK

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Zangief

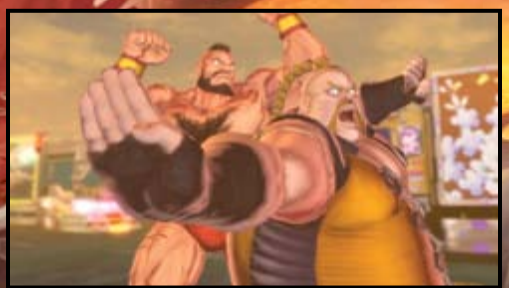
Red Tank

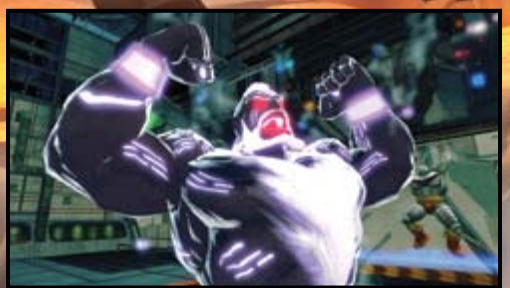
A hero of Russia who is aptly named the Red Cyclone. His love for his country outstrips anyone else, and to show the world the strength of his motherland, he fights day in and day out. He is a man with a finely honed body of muscle and power, and the countless scars on his body are proof of his training. As proof of his loyalty to his motherland, Zangief seeks to acquire the box.

Win Comment 1: I am Red Cyclone!
Win Comment 2: I'm having a weight lifting party, and everyone is invited! Bring your friends!
Win Comment 3: Khorosho!


Color 1


Color 2

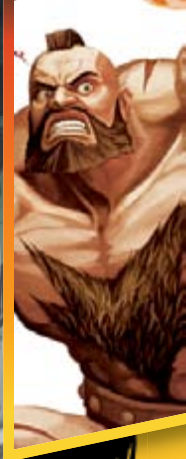

Super Heavyweights


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





DATA ARSENAL

Vitality	1100
Forward Dash Duration	26 frames
Backdash Duration	8 frames invulnerability, 8 frames airborne, 7 frames grounded (23 frames total)
Pre-jump frames	7 frames
Vertical Jump (and High Jump) Duration	36 frames (37 frames)
Diagonal Jump (and High Jump) Duration	36 frames (37 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	40	4	2	10	+5	+1	SM, EX, SA, CA	Rapid fire cancelable into light normal attacks
2	Standing MP	High	80	4	2	14	+5	+1	—	—
3	Standing HP	High	120	12	4	24	+3	-8	—	—
4	Standing LK	High	40	4	2	12	+3	-1	SM, EX, SA, CA	—
5	Standing MK	High	80	7	7	17	+3	-7	—	—
6	Standing HK	High	120	11	4	21	0	-5	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	40	4	6	8	+4	0	SM, EX, SA, CA	Rapid fire cancelable into light normal attacks
2	Close standing MP	High	80	5	2	14	+5	+1	SM, EX, SA, CA	—
3	Close standing HP	High	120	7	4	17	+5	-1	—	Forces standing on hit
4	Close standing LK	High	40	4	2	9	+6	+2	—	—
5	Close standing MK	High	80	4	2	16	+4	-1	SM, EX, SA, CA	—
6	Close standing HK	High	120	7	5	21	0	-6	—	Forces standing on hit



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

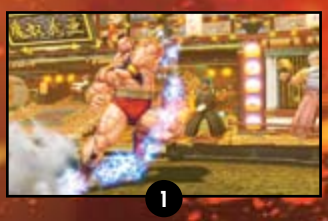
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	40	4	3	10	+4	0	SM, EX, SA, CA	Rapid fire cancelable into light normal moves
2	Crouching MP	High	80	8	5	12	+4	0	—	—
3	Crouching HP	High	120	14	4	15	+7	+1	—	—
4	Crouching LK	Low	40	5	3	9	+5	+1	SM, EX, SA, CA	—
5	Crouching MK	Low	80	9	4	14	+3	-1	—	—
6	Crouching HK	Low	120	9	5	23	Sweep knockdown	-8	—	—



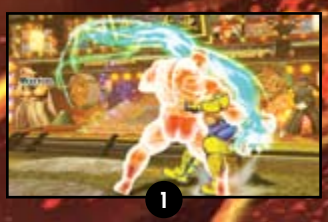
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	130	14	2	26	Hard knockdown	-12
Notes								
Similar to EX HP Banishing Flat, full body invincibility frames 1-15								



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	50	5	5	Until grounded, 4 frames landing	+12	+4	—	—
2	Vertical jumping MP	Mid	90	7	4	Until grounded, 4 frames landing	+16	+5	—	—
3	Vertical jumping HP	Mid	130	11	6	Until grounded, 4 frames landing	+20	+8	—	—
4	Vertical jumping LK	Mid	50	7	4	Until grounded, 4 frames landing	+12	+4	—	—
5	Vertical jumping MK	Mid	90	9	5	Until grounded, 4 frames landing	+16	+5	—	—
6	Vertical jumping HK	Mid	130	9	6	Until grounded, 4 frames landing	+20	+8	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

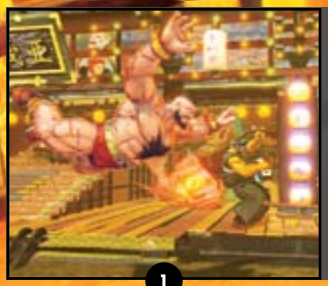
Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	50	6	5	Until grounded, 4 frames landing	+12	+4	—	—
2	Diagonal jumping MP	Mid	90	7	3	Until grounded, 4 frames landing	+16	+5	—	—
3	Diagonal jumping HP	Mid	130	10	6	Until grounded, 4 frames landing	+20	+8	—	—
4	Diagonal jumping LK	Mid	50	7	4	Until grounded, 4 frames landing	+12	+4	—	—
5	Diagonal jumping MK	Mid	90	9	10	Until grounded, 4 frames landing	+16	+5	—	—
6	Diagonal jumping HK	Mid	130	9	6	Until grounded, 4 frames landing	+20	+8	—	—



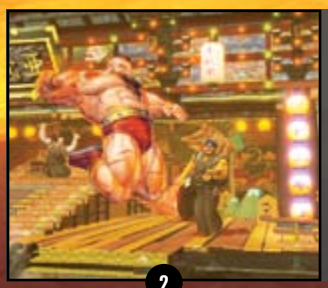
Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Flying Body Attack	(during diagonal jump) ↓ + HP	Mid	120	6	7	Until grounded, 4 frames landing	+17	+12	—	Knockdown on airborne foes
2	Double Knee Drop	(during diagonal jump) ↓ + LK	Mid	70	7	6	Until grounded, 4 frames landing	+12	+4	—	Knockdown on airborne foes
3	MP Headbutt	(during vertical jump) ↑ + MP	Mid	110	4	6	Until grounded, 4 frames landing	+16	+5	—	Knockdown on airborne foes, spike on grounded Counter Hit
	HP Headbutt	(during vertical jump) ↑ + HP	Mid	90	6	3	Until grounded, 4 frames landing	+20	+8	—	Spike on airborne foes
4	Long Kick	↖ + HK	Low	150	14	7	21	Sweep knockdown	-8	—	—



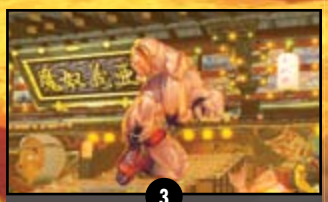
Flying Body Attack: Zangief's Flying Body Attack is a great jump-in "splash" that can be used to hit from the front side and to cross-up both early and late. It even works as a very late, totally ambiguous cross-up when used on cornered foes or used as a meaty attack on foes waking up. On hit, Flying Body Attack leads naturally into a combo, whether it hits an airborne or a grounded foe. Opponents on the ground are put into ample hitstun, while jumping enemies are knocked to the ground in a floating state that allows for juggles. The hitbox for Flying Body Attack is directed under Zangief, around his chest and abdomen. While it's not a great air-to-air attack, it may end up hitting lots of characters out of the air as they try to jump away from an incoming Zangief at the last second. If blocked, Flying Body Attack has still improved Zangief's position. After a cross-up, he'll be left at point-blank range. And even after a front-side jump-in he'll be left in striking range of LP Spinning Pile Driver.

The threat and priority of Flying Body Attack against targets under Zangief, whether they're standing or whether they try to jump away, is so strong that you can often jump near or over opposing characters without doing anything at all. Using an empty jump instead of Flying Body Attack (or any other airborne move) allows you to go for a command throw immediately upon landing, rather than having to wait for the enemy's hit/blockstun to end if you attacked and made contact with them.

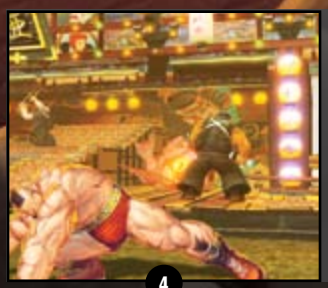


Double Knee Drop: Zangief curls his legs under and falls to earth. This attack serves basically the same purpose as Flying Body Attack: a dominant jump-in attack deep into the enemy's front side or used as a cross-up. It doesn't hit as wide horizontally as Flying Body Attack, so it requires that you position Zangief right atop the the opposing character with your jump. Less of Zangief is exposed horizontally too. So in some cross-up instances Double Knee Drop may succeed where Flying Body Attack would trade or lose out.

Double Knee Drop is actually slower to hit than Flying Body Attack by 1 frame, and it produces less advantage on hit or block. This means using Double Knee Drop in place of Flying Body Attack presents a different look to your opponent. They'll be vulnerable to throws a little more quickly after blocking Double Knee Drop than they would be after blocking Flying Body Attack.



Headbutt MP, HP: These vertical jumping pokes that can lead to heavy damage on hit were more meaningful in games with stun and dizzy, where one of these headbutt attacks usually did half the stun damage in one go.



Long Kick: This is a super long sweep, able to knock the opponent off their feet so they are unable to use quick recovery from even further away than crouching HK. Like crouching HK, it makes a great poke when used from the tip of its range. This can check the enemy's low guard, catch them during pre-jump frames, and knock them down if they attempt to walk or dash. The problem with Long Kick is the same problem that crouching HK and most other sweeps have—if the opponent anticipates your sweep and jumps forward (without getting swept out of pre-jump frames), they're guaranteed a combo, as your sweep whiffs harmlessly under them.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

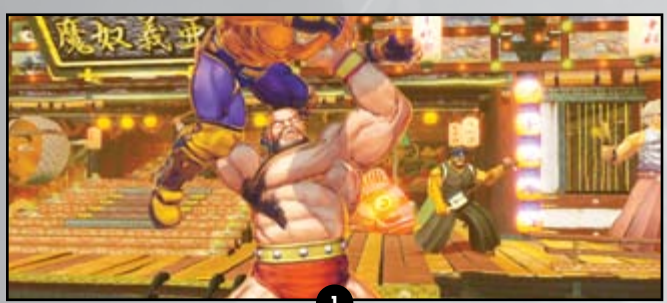
From the Library of Chris Miller

Special Moves

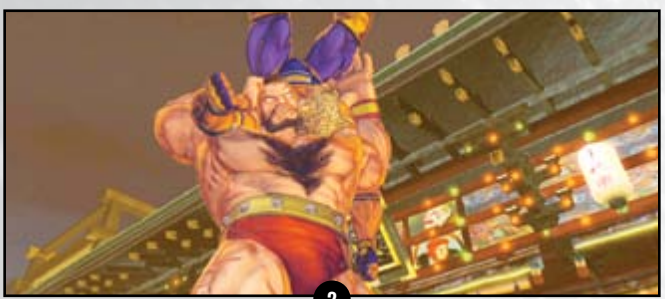
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Spinning Piledriver	⇨⇘⇩⇙⇦⇖⇧⇗ or ⇦⇙⇩⇘⇨⇗⇧⇖ + LP	Throw	180	5	2	52	Hard knockdown	—	—	—
	MP Spinning Piledriver	⇨⇘⇩⇙⇦⇖⇧⇗ or ⇦⇙⇩⇘⇨⇗⇧⇖ + MP	Throw	200	7	2	49	Hard knockdown	—	—	—
	HP Spinning Piledriver	⇨⇘⇩⇙⇦⇖⇧⇗ or ⇦⇙⇩⇘⇨⇗⇧⇖ + HP	Throw	220	9	2	47	Hard knockdown	—	—	—
	EX Spinning Piledriver	⇨⇘⇩⇙⇦⇖⇧⇗ or ⇦⇙⇩⇘⇨⇗⇧⇖ + P P	Throw	230	6	2	47	Hard knockdown	—	—	Full body invulnerability frames 1-6
2	LP Banishing Flat	⇨⇩⇘ + LP	High	110	12	7	20	-2	-4	—	Front half of body projectile invulnerable frames 6-18, hit counts as projectile, knockdown on airborne foes
	MP Banishing Flat	⇨⇩⇘ + MP	High	110	14	10	20	-6	-8	—	Front half of body projectile invulnerable frames 8-23, hit counts as projectile, knockdown on airborne foes
	HP Banishing Flat	⇨⇩⇘ + HP	High	110	17	7	20	-4	-6	—	Front half of body projectile invulnerable frames 8-23, hit counts as projectile, knockdown on airborne foes
	EX Banishing Flat	⇨⇩⇘ + P P	High	60 x 2	15	2	17	Ground bounce	-4	—	Full body projectile invulnerability frames 1-16, hits count as projectile, knockdown on airborne foe
3	Double Lariat	P P P	High, crouchable high	150	5	2(4)7(2) 7(3)9(2) 8(4)3	14	Knockdown	-37	—	Upper body invulnerability frames 1-6, projectile invulnerable frames 7-55, midsection invulnerability frames 7-55
4	Quick Lariat	K K K	Crouchable high, high	100	11	5(3)8(4)3	11	Floats	-4	—	Lower body invulnerability frames 1-33
5	LK Flying Power Bomb	⇨⇘⇩⇙⇦⇖⇧⇗ or ⇦⇙⇩⇘⇨⇗⇧⇖ + LK	Throw	200	10-52	2	46	Hard knockdown	—	—	Can be Super Charged: 51 frames for EX version, 100 frames for Super Art, throw hitbox triggers when near foe, armor frames 28-52
	MK Flying Power Bomb	⇨⇘⇩⇙⇦⇖⇧⇗ or ⇦⇙⇩⇘⇨⇗⇧⇖ + MK	Throw	200	10-54	2	46	Hard knockdown	-10	—	Can be Super Charged: 51 frames for EX version, 100 frames for Super Art, throw hitbox triggers when near foe, armor frames 28-54
	HK Flying Power Bomb	⇨⇘⇩⇙⇦⇖⇧⇗ or ⇦⇙⇩⇘⇨⇗⇧⇖ + HK	Throw	200	10-61	2	46	Hard knockdown	-1	—	Can be Super Charged: 51 frames for EX version, 100 frames for Super Art, throw hitbox triggers when near foe, armor frames 28-60
6	EX Flying Power Bomb	⇨⇘⇩⇙⇦⇖⇧⇗ or ⇦⇙⇩⇘⇨⇗⇧⇖ + K K	Throw	200	7-65	2	46	Hard knockdown	-1	—	Can be Super Charged: 51 frames for Super Art, armor frames 1-64, hitbox triggers when near foe
	Atomic Suplex	⇨⇘⇩⇙⇦⇖⇧⇗ or ⇦⇙⇩⇘⇨⇗⇧⇖ + LK	Throw	230	8	2	Becomes Flying Power Bomb	Hard knockdown	—	—	Can be Super Charged: 51 frames for EX Version, 100 frames for Super Art
	EX Atomic Suplex	⇨⇘⇩⇙⇦⇖⇧⇗ or ⇦⇙⇩⇘⇨⇗⇧⇖ + LK	Throw	250	4	2	Becomes EX Flying Power Bomb	Hard knockdown	—	—	Can be Super Charged: 51 frames for Super Art, armor on 1st frame

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Body Slam	⇨ or N + LP LK	Throw	150	7	2	20	Hard knockdown
2	Kirinshu	⇦ + LP LK	Throw	150	7	2	20	Hard knockdown

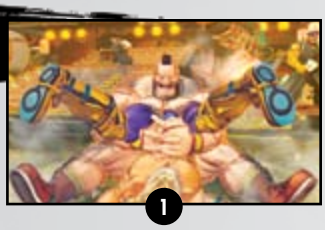


1


2

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

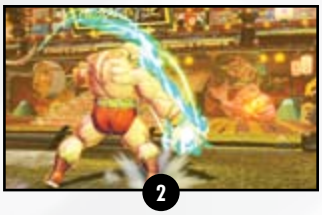
From the Library of Chris Miller


1

Spinning Pile Driver: Zangief swipes forward with a bear hug. Grounded, throwable enemies will be snagged within an enormous range. The lighter the version, the longer the range and the faster the startup—LP Spinning Pile Driver is one of game's farthest-reaching and fastest command grabs, grabbing on fifth frame after input at the range of st.LP and st.MP! Heavier versions do more damage but give up the incredible range and speed of LP Spinning Pile Driver.

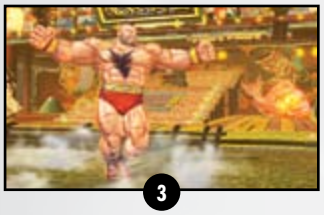
The EX version is invulnerable for the first 6 frames, all the way up until the first grabbing frame. It also has the same range as MP Spinning Pile Driver, just short of LP Spinning Pile Driver. It is Zangief's go-to reversal against enemies on the ground, whether they're pressuring Zangief on wakeup or leaving gaps in blockstrings that you can exploit. Although it's relatively foolproof against ground targets, that also means it's easily baited. The opponent can just knock Zangief down, crowd his body until just before wakeup, then jump away or use an attack that takes them into the air so they're unthrowable. You *will* be tempted to use EX Spinning Pile Driver in this situation, but it will be pointless, and you will burn a block of Cross Gauge as well. Resist the urge unless you're sure that your foe will be grounded, such as when using EX Spinning Pile Driver to counter gaps in ground blockstrings.

As with other "360" motion moves, the actual motions required for this are not really what is listed. ➪↘↓↙←↖ or ←↙↓↘→↗ + P will both produce Spinning Pile Driver and are more natural inputs than a complete circle. Some wacky combinations can also produce Spinning Pile Driver, like just the four cardinal directions or just the four intercardinal diagonals one after another in any order before P. (So, for example, ➪←↓↑ + P or ↘↗↖↙ + P can strangely produce Spinning Pile Driver!)


2

Banishing Flat: Zangief sidesteps toward his target with a green-gloved backhand. His fist here is actually a projectile and will mutually destroy any one-hit projectile it contacts. Banishing Flat is specifically designed to move Zangief forward while destroying projectiles, and his front side is even projectile invulnerable during this attack. If multi-hit projectiles contact Banishing Flat, they'll lose 1 hit point while Banishing Flat will be destroyed, and Zangief will get hit with the rest of the projectile. Every regular version of Banishing Flat leaves Zangief at a meaningful disadvantage on hit and block, so use the regular versions sparingly. If it's a matter of finding ways to finish ground combos, you're probably better off chaining into a sweep than using regular Banishing Flat. Aside from destroying projectiles while moving forward, the best use of regular Banishing Flat is to move right to the edge of LP Spinning Pile Driver range, so you can use a command throw immediately. This is also useful after whiffing standing HK, which also moves Zangief forward.

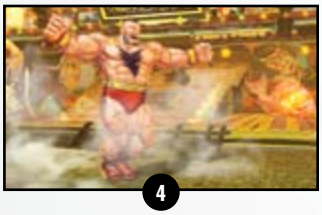
EX Banishing Flat on the other hand is a great combo tool. This version causes a ground bounce on hit, so adding EX Banishing Flat to your hit-confirmed combos will beef them up considerably. EX Banishing Flat is also fully invulnerable to projectiles all the way through its active frames, so it can be used from mid range to blow through enemy projectiles used as pokes.


3

Double Lariat: During the punch version of Zangief's classic Lariat, he'll attack first with a high attack that can hit both in front of or right behind him, potentially nullifying cross-ups. This first hitting period lasts from frames 5-6, which coincides with how long Zangief's upper body invulnerability lasts, so this is the period you'll want to aim with for anti-air. However, if you miss against a jump-in or cross-up with the first active period, the second active period only hits right in front of Zangief. So Double Lariat won't help against cross-ups, and all follow-up hits beyond the first one are crouchable high, so they are avoidable by crouching.

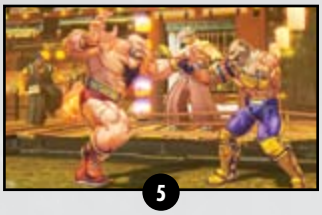
Double Lariat is Zangief's heaviest-hitting strike move, so it's the hardest hit for finishing combos. It will knock the opposing character far away, so it doesn't have the follow-up potential of Quick Lariat in juggles, even though its raw damage wins.

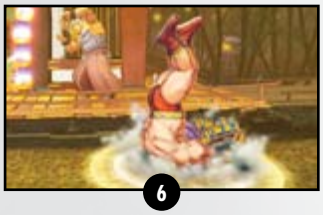
During either version of Lariat, hold ➪ or ← to cause Zangief to spin in that direction.


4

Quick Lariat: This abbreviated version of Lariat is activated by pressing all three kicks and works a bit differently. It's invulnerable at Zangief's feet rather than his upper body and head, and it doesn't hit as quickly. The first two stages of spin hits are crouchable highs here. Only the last hit is a regular high attack—one that cannot be avoided by crouching.

In combos, Quick Lariat pops the opponent up in the air in front of Zangief instead of tossing them across the screen like Double Lariat. It also does less damage. It's friendlier for Switch Cancels though, especially midscreen.


5


6

Flying Power Bomb, Atomic Suplex: This is Zangief's running grab. After input, there's a brief check to see if an opposing character is next to Zangief after 8 frames. If they are, he grabs them and performs Atomic Suplex, a two-part command throw that outdoes Spinning Pile Driver for damage. If no target is nearby, he begins to run forward, gaining the armor property on frame 28. If, while running, Zangief comes near his opponent, he'll grab them and perform the Flying Power Bomb.

The EX version has two important distinctions. The first is that the close range check for Atomic Suplex is on the 4th frame, making EX Atomic Suplex one of the game's fastest throws. The second is that Zangief gains armor on the first frame after input for EX Atomic Suplex or EX Flying Power Bomb instead of having to wait until the 28th frame like the regular versions.

Flying Power Bomb is Zangief's Super Chargeable move. Hold the kick button(s) used at the end of the motion and Zangief will develop immediate armor and stand in place while charging. Like Hugo with charge canceled Monster Lariat or Balrog with charge canceled Dash Straight/Dash Upper, you can use the armor Zangief gets while charging Flying Power Bomb in two ways. It can absorb an incoming attack before you release the Flying Power Bomb charge, triggering the attack, or you dash to cancel the charge.

At long range, you can use the startup of charged Flying Power Bomb to absorb projectiles before dashing forward, giving you a more aggressive forward path than using Double Lariat or Banishing Flat. Up close, you can simply release the attack after absorption or dash forward and go for Spinning Pile Driver. (Or, if you're feeling particularly daring, you can charge cancel forward dash into Final Atomic Buster or charge up close Flying Power Bomb all the way to a free Final Atomic Buster and count on the speed and armor to catch the foe here and there.)

If it sounds difficult to constantly input 360 motions with K to get Super Charged Flying Power Bombs, remember the same tip that can be used for Spinning Pile Driver—the motion isn't really a 360, so it's easier than it appears.

I AM RED CYCLONE!

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Final Atomic Buster	➪↘↓↙←↖↑↗ or ←↙↓↘→↗↑↖ + K K K	Throw	340	0	2(1-36)2	46	Hard knockdown	—
Notes									
84 frame cinematic freeze before attack begins, armor frames 1-38, 2nd active frames trigger near foe									


1

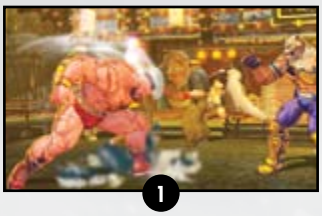
Final Atomic Buster: Zangief performs a Super Art version of his Flying Power Bomb, running forward to grab the enemy. Like Akuma's Raging Demon, this Super Art *does not* allow a close range opponent time to jump away if they weren't already holding up *before* the Super Art cinematic freeze at the beginning. If Zangief doesn't grab a close foe with the initial 2 active frames, he'll start running forward and try to grab again if he nears the character later. During this forward run, as during Flying Power Bomb, Zangief has the armor property and can absorb one incoming attack.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↘→ + MP MK	High	30, 20 x 2, 30	9	2	32	—	-12
Notes								
64 frame cinematic freeze before attack begins, full body invulnerability frames 1-10								



Zangief's Cross Art starter is just like everyone else's: it's invulnerable through the hitting frames, and it gives Zangief a way to tag out while making a combo do big, permanent damage. However, Zangief's own methods for setting up juggles usually involve using EX Banishing Flat, so if you're doing that you don't have meter left over to also use a Cross Art. If you'd like to use this in combos, just use it in place of EX Banishing Flat in ground hit confirms altogether. Something like Flying Body Attack, cl.HP, st.LK ▷ ↓↘→ + MP MK will deal ~600+ permanent, verifiable damage!

OVERVIEW



The edge of standing MP range is Zangief's ideal distance. This is where Zangief's pokes are strongest and where LP Spinning Pile Driver becomes a threat!



The Flying Body Attack and Double Knee Drop can both be used as extremely late cross-ups.

Zangief's goal since time immemorial has been to get close to his opponents, and that's no different in *Street Fighter X Tekken*. Close range is where you can exploit his tools like Flying Body Attack and Spinning Pile Driver, along with his effective pokes and combos.

From far away, Zangief has virtually no gameplan besides stalling or trying to get close. If your opponent is trying to completely zone Zangief with projectiles, it is important to keep in mind that Double Lariat and Quick Lariat are tailor-made to go through them. Even if the opponent throws projectile after projectile and you end up using a dozen Quick Lariat spins to get through them, at least that's a dozen Quick Lariat's worth of Cross Gauge you've built up. You're also letting the opponent know that you're content to counterpunch without forcing the issue, which is an important strategy. You won't get far if your first reaction to anything your opponent tries to do is to immediately disregard it and bulldog your way in! If you're patient, the opposing player won't be able to succeed by frustrating you and punishing your mistakes.

You can also just jump straight up over incoming projectiles then walk forward when possible between incoming threats. This is the least-risky approach. Jumping forward exposes you to anti-airs, Lariats might be punished or baited by quick foes, and Banishing Flat can lose out to multi-hit projectiles.

As the opportunity arises, advance from long range to mid range. If there's space in the enemy's projectile pressure to squeeze in Banishing Flat, you can use this Special Move to achieve mid range from long range or to get within striking/Spinning Pile Driver distance from mid range. Standing HK can also be used as a pseudo-movement Special from mid range. It's a *long* reaching kick that is crouchable high, but that's the point—you want the enemy to duck so that st.HK moves you close enough to grab them with LP Spinning Pile Driver!

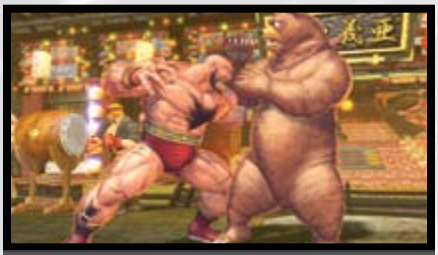
The edge of the range of standing MP is about the location you want to camp with Zangief. His standing MP is an incredibly fast, far-reaching poke that can be constantly used to check an opponent, keeping them in place and stopping them from jumping away. You want to keep your target grounded as much as possible so that crouching HK, Long Kick, Spinning Pile Driver, and Flying Power Bomb are available options for you. Success with any one option usually leads to a knockdown where you can turn on the grappler's offense with a meaty, cross-up Flying Body Attack aimed at their wakeup.

Once you've achieved standing MP range, LP Spinning Pile Driver should be your primary option. This grab can be used as a tick throw, as a punish, as a counter-poking tool, or a footsie—all because of its enormous reach. From mid range you can threaten with LP Spinning Pile Driver after either whiffed Banishing Flat or st.HK. Once you're in poking distance for standing MP and standing LK, then LP Spinning Pile Driver is also within reach, especially since the opponent's own pokes will often extend their hurtbox toward you, making LP Spinning Pile Driver's function range in footsie battles truly intimidating. You should be confident and quick with your Spinning Pile Driver attempts. You must walk forward and use Spinning Pile Driver at a whim or use Spinning Pile Driver on reaction to laggy close range attacks.

St.LK and st.MK actually have a bit more range than standing MP, but they are not as quick or safe. Up close is a different story: close standing MK is active in only 4 frames and is Special Move cancelable, while close standing LK is Zangief's most practical point-blank tick when fishing for a little frame advantage. The two can be linked together, as in **combo IV.** Make your foe guess between **combo I**, Flying Body Attack cross-ups, and ticks into Spinning Pile Driver when you get up close. Good decisions on your part should usually lead to knockdowns which allow you to repeat the effort. For example, after landing Spinning Pile Driver, you can immediately perform whiffed Banishing Flat, and you're in range to go for Spinning Pile Driver again right as they get up!



Attacks that move Zangief a long way forward, like standing HK and Banishing Flat, can be used on purpose to whiff in front of the opponent…



…at just the right range to immediately follow up with LP Spinning Pile Driver!

Combo Appendix

Sequence	Notes
K K K (last hit), →↓↘ + P, P P P	Use when last hit of Quick Lariat launches
Cl.MK, st.MP	Trial 9; 1 frame link
Cl.HP, st.LP	Trial 10
Cr.HP, st.MK	Trial 11; 1 frame link
Cl.MP, st.MP, st.MP ▷ st.HK	Trial 12
Jumping ↓ + HP, cr.LK ▷ P P P	Trial 13
J.HP, cl.LP, st.LK ▷ K K K	Trial 14
J.MK, cl.MP ▷ →↓↘ + P P, cr.LK ▷ P P P	Trial 15
Jumping ↓ + LK, cl.LP ▷ cl.LP ▷ st.LP ▷ st.LP ▷ st.LK ▷ st.MK ▷ cr.HK	Trial 16
Vertical jumping ↑ + MP, →↓↘ + LP, P P P	Trial 17
J.MP, cl.LP ▷ cl.LK, st.LK ▷ K K K, cr.LP, cr.LP ▷ →↓↘ + LP	Trial 18
Cl.MP, st.MP, st.LP, st.LK ▷ →↓↘ + P P, cr.LP ▷ cr.MP ▷ cl.HP	Trial 19
J.HK, cr.LP ▷ cr.LP, st.MP, st.LK ▷ →↓↘ + P P, →↓↘ + P P	Trial 20

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr. LK, cr.LP ▷ st.LP, st.LK ▷ ⇨⇩⇘ + P P, cr.LP, cl.MK ▷ P P P

309 damage, 1 block

This is a standard combo starting off a crouching hit confirmation. Crouching LK is Zangief's best low poke up close. The confirmed hit into crouching LP is a 2 frame link. You want enough crouching light attacks at the beginning (two or three) so that when you do standing LP it's the far standing variant and not the close standing one. The link from standing LP to standing LK is also 2 frames. This link can be tricky. If you input LK slightly too early, you may get a rapid fire chain of st.LP ▷ st.LK instead of a link, which means the input for EX Banishing Flat will probably result in an errant, halted Boost Combo instead.

You gain a little speed and make the combo easier by opening with crouching LP at the beginning. In this case, the only link needed is to st.LK before EX Banishing Flat, since all the light punches can be rapid fire chained together.

The ground bounce from EX Banishing Flat allows for juggling afterward. The simplest thing to do is just cl.MK canceled into Double Lariat. If you'd like a Switch Cancel opportunity, canceling off Quick Lariat works midscreen (in the corner, Switch Cancel off Double Lariat). Inserting a light attack juggle before cl.MK actually takes the combo down slightly in damage because of increased damage scaling later. But you gain more meter with more hits and the damage loss is negligible (a whopping 3).

You can also use this opening to hit-confirm into a Cross Rush tag—perform two or three opening light attacks chained into standing LP then, instead of linking st.LK into EX Banishing Flat, use st.LK ▷ st.MP ▷ st.HK ▷ HP/HK to tag to Zangief's partner while dealing respectable damage (236, not including the juggle afterward). In place of using EX Banishing Flat or a Cross Rush tag, you can also simply use the beginning of this combo to hit confirm into crouching HK for a sweep knockdown.

II. Cl. MP, st.MP, st.LK ▷ ⇨⇩⇘ + P P, cr.LP, cl.MK ▷ P P P

400 damage, 1 block

This is a variant of the first combo with increased damage from ground links. The links from close standing MP to standing MP, and from standing MP to standing LK, are both 2 frames. The rhythm is a little slower than for similar 2 frame link sequences like M. Bison's ability to link crouching LK into itself.

For an easier and more damaging opener, but one featuring a weaker opening move, you can hit confirm using close standing HP, standing LK ▷ EX Banishing Flat. Performing the standard juggle after EX Banishing Flat leads to 407 damage. Use this in punish situations, and stick to opening with medium attacks when your opponent is free to move.

As with the first combo, you can opt to tag instead with a sequence of cl.MP, st.MP, st.LK ▷ st.MP ▷ st.HK ▷ HP/HK, for 306 damage. Or you can simply Boost Combo chain st.LK to cr.HK for the sweep knockdown.

III. Diagonal jumping ⇩ + HP or ⇩ + LK, st.LK, st.LK ▷ ⇨⇩⇘ + P

219~269 damage, requires first hit strikes airborne foe

Flying Body Attack and Double Knee Drop can both lead into Zangief's other combos against opponents on the ground. They also serve as good jump-in ticks to use when going for Spinning Pile Driver. This will encourage foes to sometimes jump away from Zangief when he jumps in rather than having to worry about dangerous tick grab setups. And these moves both cause a knockdown that allows for a juggle when you connect with them air-to-air.

Certainly there are positions where you can embellish more before a juggled Banishing Flat besides just two standing light kicks. But with all the angles and distances characters can run up against one another in mid-air, this is the most consistent follow-up to shoot for. Juggles with maximized damage require more specific positioning, whereas this combo will work in most situations. In the worst case, the second standing LK might be too far away to juggle. If you realize you're landing farther away than usual, just perform a single standing LK into Banishing Flat.

The same juggle can be performed after Banishing Flat or MP Headbutt hits a jumping foe (netting 259 in either case).

IV. Cl.LK, cl.MK ▷ ⇨⇩⇘ + P P, cl.MK ▷ P P P

362 damage, 1 block

Close standing LK leaves Zangief at +2 if blocked, giving him enough frame advantage so that the opponent has less space to get away from Spinning Pile Drivers and pokes. The initial cl.LK must be performed flush against the opponent without separation. This means it is most appropriate after crossing up with Double Knee Drop or walking directly next to a passive opponent. Going for this combo after regular jump-ins or a cross-up Flying Body Attack tends to leave Zangief too far from the opponent after cl.LK for cl.MK to register. Instead, you'll get the far standing MK version, which is a reasonable move but is not cancelable and therefore doesn't work for this purpose.

V. Counter Hit cr.MP, st.LK ▷ ⇨⇩⇘ + P

228 damage, requires jumping target

Zangief's best anti-air attack that isn't a perfectly timed Double Lariat is crouching MP. It's active in 8 frames and isn't pointing straight up with a hitbox until frames 10 through 12. But once it's there, it has an excellent hitting area to deter front side jump-ins. By the very nature of anti-airing enemies jumping in, you should occasionally score cr.MP as an anti-air Counter Hit. This floats the opponent to the ground in front of you, where you can capitalize with a juggle combo. Like **combo III,** this combo could be improved upon. But the variance possible in positioning means that you should usually go for guaranteed success over an extra 20 or 30 damage.

VI. Switch Cancel or Launcher tag to Zangief, cl.HP, st.LK ▷ ⇨⇩⇘ + P

Damage varies due to scaling

Zangief's close standing HP is good for both meaty attacks and in juggles. But Zangief doesn't usually put his victims into the right position to juggle with cl.HP outside of the corner. After Switch Cancels or Cross Rushes to Zangief from his partner, he's in perfect position to score juggled cl.HP. Follow afterward with standing LK canceled into Banishing Flat.

VII. Cl.HP, st.LK ▷ st.MP ▷ st.HK ▷ HP/HK

294 damage before partner's juggle

The wide range of Zangief's standing HK allows you to hit-confirm into Cross Rush combos from really far away. You can rapid fire chain as many as five light punches in a row before transitioning to a Boost Combo chain that still reaches the opposing character! However, standing HK is a crouchable high attack, so your hit confirm won't matter if it's against a crouching foe. To overcome this, fish for close standing HP when you want to hit-confirm into Launcher. Close standing HP is a solid close range poke that deals significant damage while setting up hit-confirm combos. You can link into standing LK into EX Banishing Flat or into the Cross Rush listed here.

I'M HAVING A WEIGHT LIFTING PARTY, AND EVERYONE IS INVITED! BRING YOUR FRIENDS!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

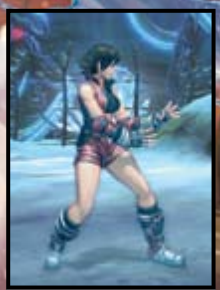
Asuka

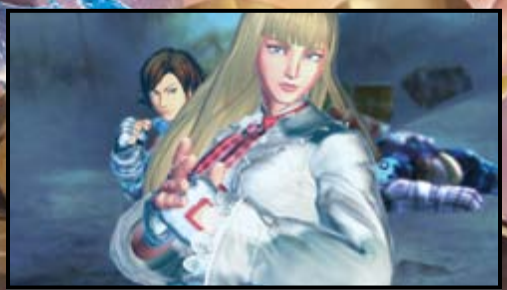
Kansai Peacemaker

An Osaka-born girl who loves to stick her nose into other people's affairs, especially when it comes to fighting. Whenever she spots some roughhousing going on, she immediately enters the fray as a mediator without much thought. She has been taught the Kazama-style of martial arts, meaning she is no ordinary fighter. Asuka has a cheerful personality and gets along well with the locals. Her rival Lili has requested her assistance, so the two travel to the South Pole.

Win Comment 1: Is that all you've got for me? I got plenty more gas in my tank!
Win Comment 2: Come on! Why won't bozos like you stop bothering me!?
Win Comment 3: Hah, I win!


Color 1


Color 2


Princess and Pauper


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



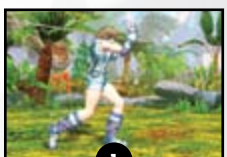


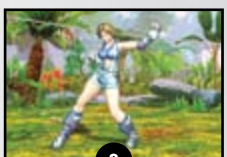
DATA ARSENAL

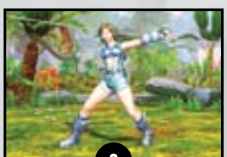
Vitality	950
Forward Dash Duration	17 frames
Backdash Duration	8 frames invulnerability, 10 frames airborne, 8 frames grounded (26 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

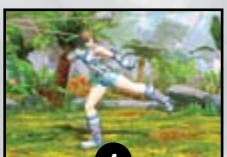
Standing Normal Moves (ST.)

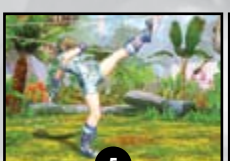
Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	3	2	9	+6	+2	—	—
2	Standing MP	High	60	6	4	18	-1	-5	SM, EX, SA, CA	—
3	Standing HP	High	90	11	4	25	-4	-9	—	—
4	Standing LK	Low	30	5	2	12	+3	-1	SM, EX, SA, CA	—
5	Standing MK	High	60	8	3	19	-1	-5	SM, EX, SA, CA	—
6	Standing HK	High	90	11	4	25	-4	-9	SM, EX, SA, CA	—

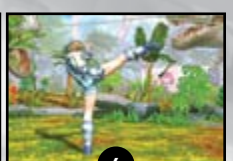

1


2


3


4


5


6

Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LK	Low	30	4	2	12	+3	-1	SM, EX, SA, CA	—


1

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

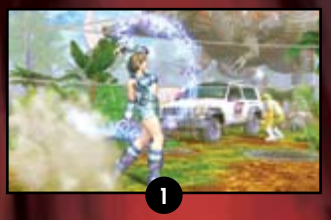
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	4	7	+6	+2	SM, EX, SA, CA	—
2	Crouching MP	High	60	5	5	13	+3	-1	SM, EX, SA, CA	—
3	Crouching HP	High	90	9	5	27	+3	-12	—	Crumples on Counter Hit
4	Crouching LK	Low	30	5	3	11	+3	-1	SM, EX, SA, CA	—
5	Crouching MK	Low	60	7	4	21	-4	-8	SM, EX, SA, CA	—
6	Crouching HK	Low	90	9	3	28	Hard knockdown	-11	—	—



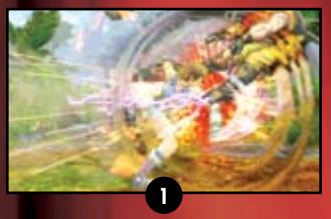
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								

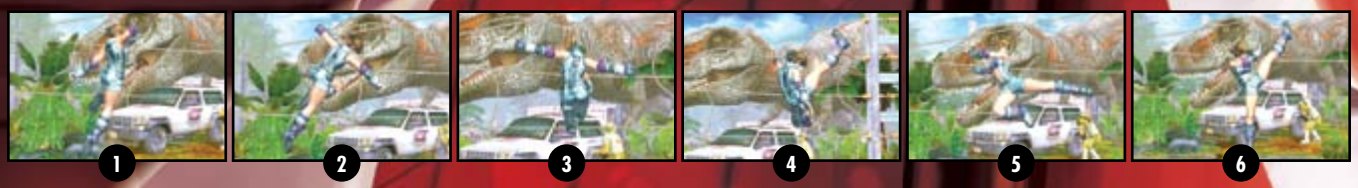


Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120	13	4	25	Hard knockdown	-7
Notes								
Similar to Mist Palm Thrust, full body invulnerability frames 1-13								



Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	6	7	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Jumping MP	Mid	70	7	6	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Jumping HP	Mid	100	10	5	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Jumping LK	Mid	40	7	5	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Jumping MK	Mid	70	7	9	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Jumping HK	Mid	60, 40	8	3(5)5	Until grounded, then 4 frames recovery	+20	+8	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Demon Slayer	⇨ + LP	High	80	19	3	26	Floats	-7	—	—
2	Tsuwabaki	⇨ + MP	Mid	60	16	5	18	+3	-8	—	Ground bounces airborne foes
3	Thunder Fall Kick	⇨ + HK	Mid	40 x 2	24	2(4)2	25	Ground bounce / knockdown	-2	—	Knockdown on airborne foes, airborne frames 14-27



1

Demon Slayer: Asuka lunges forward with an uppercut that puts opponents into a float state. You can use this attack at mid range to capitalize on an opponent's slow recovering attack, leading into **combo IV**. Demon Slayer is unsafe on block, however, so it should not be used as frequently as Asuka's safer mid range attacks.



2

Tsuwabaki: Asuka takes a generous step forward before performing an overhead elbow. If it connects, Tsuwabaki can be linked into st.LP if you are close enough. Tsuwabaki can be used against opponents who have been conditioned to block low or as a mid range poke (though it is unsafe if blocked).



3

Thunder Fall Kick: Asuka performs an aerial cartwheel attack that must be guarded high. Even though it doesn't have the range or damage potential of Tsuwabaki, it is safe on block and becomes more effective after an opponent is trained to block low. The ground bounce it produces can be followed with cr.HP or cr.HK for additional damage.

Dragon Wheel Kick Strings—⇨ + LK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Dragon Wheel Kick	⇨ + LK	High	60	8	7	23	Floats	-15	—	Knockdown on airborne foes
—	Demon Slayer	⇨ + LK ▷ ⇨ + LP	High	80	10	3	26	Floats	-7	—	—
—	Leg Cutter	⇨ + LK ▷ ⇘ + HK	Low	60	10	4	25	-2	-2	—	Continues into Leg Cutter strings



1

Dragon Wheel Kick: Asuka performs a two-handed back flip that can be followed with Demon Slayer or Leg Cutter by pressing ⇨ ⇩ LP or ⇘ ⇩ HK respectively. Dragon Wheel Kick covers the area right above Asuka's head, making it usable as anti-air against opponents attempting to cross-up during offensive pressure. It causes a knockdown on airborne opponents, so it can be followed with Demon Slayer into a juggle without needing a Counter Hit, as seen in **combo V**.

Jab Uppercut—MP ▷ LP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Standing MP	High	60	6	4	18	-1	-5	SM, EX, SA, CA	Looks like st.MP
—	Jab Uppercut	Standing MP ▷ LP	High	60	6	2	21	+2	-2	SM, EX, SA, CA	Looks like st.LP, forces standing on hit
—	Jab Low Kick	Standing MP ▷ LK	High	60	6	3	23	-1	-5	SM, EX, SA, CA	Looks like st.LK

Jab Uppercut: Asuka performs two punches in succession, the second of which is Special Move cancelable. Asuka has the unique ability to transition into and out of Boost Combos to and from unique attack strings. For example, you can perform st.LP ▷ st.MP ▷ st.LP ▷ st.MK ▷ ⇩ ⇩ ⇩ MP ▷ cr.HK. This is a Boost Combo into Jab Uppercut, into another Boost Combo, into Hyakujitsuko, into yet another Boost Combo that ends in cr.HK. This is invaluable when used as a hit-confirm into **combo I**, since you have ample time to confirm the hit. Jab Uppercut is also safe on block and can be followed with offensive pressure on block or be canceled into Onikubigari, which is also safe on block. Jab Uppercut also has the advantage of no increased recovery time if used within a Boost Combo and can be used liberally at close range.

Jab Low Kick: Asuka performs a low attack instead of an uppercut. The "low kick" part of the attack behaves like st.LK in regards to Boost Combos and can be canceled from similarly. Unlike Jab Uppercut, Jab Low Kick is unsafe on block, so it should always be canceled into Hyakujitsuko or Onkubigari for safety.

Hyakujitsuko—MK ▷ ⇩ ⇩ MP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Standing MK	High	60	8	3	19	-1	-5	SM, EX, SA, CA	Looks like st.MK
—	Hyakujitsuko	MK ▷ ⇩ + MP	High	50	6	2	20	-1	-1	SM, EX, SA, CA	Looks like cr.MP

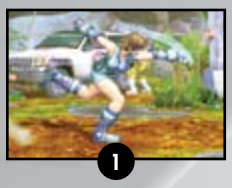
Hyakujitsuko: Hyakujitsuko is key to Asuka's offense, combining st.MK and cr.MP for a two-fold attack. The second attack is Special Move cancelable and safe on block, making it usable as a hit-confirm for **combo I**. Unique to Asuka is her ability to transition to and from Boost Combos, and from and into unique attack strings because they often share the same attacks. Therefore, you can start with a Boost Combo of cr.LK ▷ st.MK, then cancel into ⇩ ⇩ MP to switch over to Hyakujitsuko without suffering from the added recovery that Boost Combos have. Furthermore, Hyakujitsuko can be performed in its entirety even if whiffed, meaning you can use st.MK to get in range and strike with ⇩ ⇩ MP to surprise opponents.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

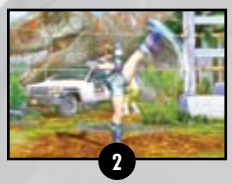
From the Library of Chris Miller

Lunging Mist Thrust Strings—← + MP ▶ MK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Lunging Mist Thrust	← + MP	High	60	19	4	23	-2	-5	—	Knockdown on airborne foes, forces standing on hit
2	Whiplash to Toe Kick	← + MP ▷ MK	High	60	20	2	25	+3	+3	SP, EX, SA, CA	—
3	Whiplash Sacred Blade	← + MP ▷ ↓ + MK	Low	90	10	2	23	Hard knockdown	0	—	—



Lunging Mist Thrust: Asuka lunges forward with a punch attack that reaches roughly one-third of the screen away. Although it is slow to start up, it can be used with Asuka's other mid range pokes to hit-confirm into **combo I** or **II** when performed as Whiplash to Toe Kick. Lunging Mist Thrust is unsafe if guarded, giving little reason to perform it on its own.



Whiplash to Toe Kick: An extension to Lunging Mist Thrust, Asuka ends with a kick attack that not only grants frame advantage on block but is Special Move cancelable as well. Whiplash to Toe Kick is one of Asuka's main mid range attacks and is useful for confirming into **combo I** or **II** or to get into cr.LK range due to the ground she covers during the attack. Its main weakness is the initial attack's startup time, which makes it prone to interruption against opponents who are quick to react.

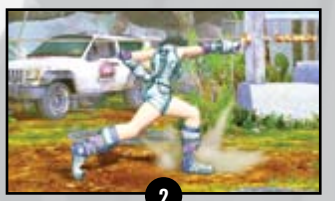


Whiplash Sacred Blade: Whiplash Sacred Blade is a low-hitting attack that can be interchanged with Whiplash to Toe Kick. It is neutral if blocked but can be interrupted with a reversal if your opponent is quick enough. This attack can be difficult for opponents unfamiliar with Asuka to counter, but it will lose its effectiveness if performed too frequently.

Heron Dance Strings—→ + MK ▶ MP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	→ + MK	Low, high	40, 50	10	3(10)3	21	-1	-9	—	—
2	Heron Dance	→ + MK ▷ MP	High	60	9	4	21	-3	-7	—	—
3	Heron Dance > Whiplash Sacred Blade	→ + MK ▷ ↓ + MK	Low	90	10	2	23	Hard knockdown	0	—	—





Heron Dance: Asuka performs a two-fold attack similar to Jun's from *Tekken*. She starts with a low kick before going into a spinning knuckle and then performs another punch attack with an input of MP. Heron Dance can be used in juggles and to check an opponent's low guard during offensive pressure, but this move is unsafe if blocked.



Heron Dance > Whiplash Sacred Blade: Asuka omits the punch attacks of Heron Dance and instead performs a sweep attack. Heron Dance > Whiplash Sacred Blade is neutral if blocked but can be interrupted with a reversal, which becomes easier to do if this attack is used too frequently.

Leg Cutter Strings—↘ + HK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Leg Cutter	↘ + HK	Low	60	11	2	25	-2	-2	—	—
	Leg Cutter 2nd Hit	↘ + HK ▷ ↘ + HK	Low	40	22	2	22	0	0	SM, EX, SA, CA	—
	Leg Cutter 3rd Hit	↘ + HK ▷ ↘ + HK ▷ ↘ + HK	Low	80	22	2	31	Hard knockdown	-8	SM, EX, SA, CA	—
2	Kariashi Shiranui	(during Leg Cutter, Leg Cutter 2nd Hit, Leg Cutter 3rd Hit) HK	High	60	18	4	29	Floats	-15	—	—



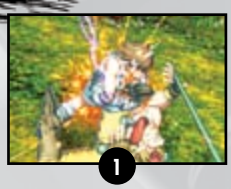
Leg Cutter: Leg Cutter is a low attack that can be repeated up to two times on block, hit, or whiff. The second sweep is cancelable and safe on block, while the third sweep is also cancelable but unsafe on block. You can perform Kariashi Shiranui after any Leg Cutter by pressing HK, which will connect if Leg Cutter connects. These sweeps can be used as pressure to check an opponent's low guard and can be canceled into Double Lift Kicks on hit into **combo I** or into Onikubigari for safety if blocked. The second sweep is neutral on block and leaves Asuka in striking range in which you can start an offense. Note that Leg Cutter can also be canceled into from → + LK (Dragon Wheel Kick), but it does not cause enough blockstun to make it a true blockstring and it can be interrupted with a reversal.

Kariashi Shiranui: This knee attack is performed after Leg Cutter and causes a float state against standing opponents, leaving them open to a juggle or Switch Cancel juggle. Kariashi Shiranui can also be used as a juggle after juggling with multiple Leg Cutters. It is unsafe on block and is best used after you have confirmed a hit with Leg Cutter.



Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Cloud Taste	→ or N + LP LK	Throw	120	7	2	20	Hard knockdown
2	White Mountain	← + LP LK	Throw	120	7	2	20	Hard knockdown



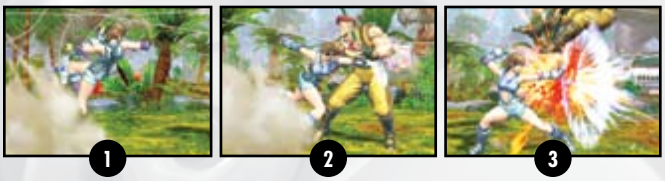


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

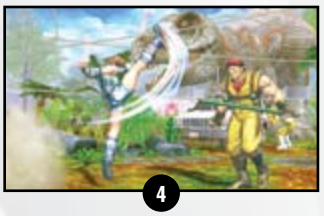
From the Library of Chris Miller

Special Moves

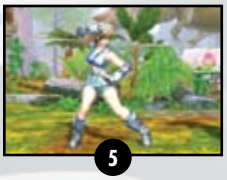
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Exorcisor	⇨⇘⇩⇙⇦ + LP	High	60	14	4	24	-3	-6	—	Forces standing on hit, knocks down airborne foes
	MP Exorcisor	⇨⇘⇩⇙⇦ + MP	High	60	18	4	24	-3	-6	—	Forces standing on hit, knocks down airborne foes
	HP Exorcisor	⇨⇘⇩⇙⇦ + HP	High	60	22	4	24	-3	-6	—	Upper body projectile invulnerability frames 1-22, forces standing on hit, knocks down airborne foes
2	Mist Palm Thrust	(during Exorcisor) P	High	40	13	4	25	-4	-7	—	Only executes on Exorcisor hit or block
3	Raging Storm	(during Mist Palm Thrust) ⇨ + P	High	40, 40	22	4(7)4	34	Hard knockdown	-10	—	Only executes on Mist Palm Thrust hit or block
	EX Exorcisor	⇨⇘⇩⇙⇦ + P P	High	50	15	4	24	-3	-6	—	Projectile invulnerability frames 1-14, forces standing on hit, knocks down airborne foes
	EX Mist Palm Thrust	(during EX Exorcisor) P	High	40	13	4	25	-4	-7	—	Only executes on EX Exorcisor hit or block
	EX Raging Storm	(during EX Mist Palm Thrust) ⇨ + P	High	40, 40	23	4(7)4	34	Wall bounce	-10	—	Only executes on EX Mist Step hit or block
4	Double Lift Kicks	⇨⇩⇘ + K	High	20, 40	10	4(6)4	23	Floats	-5	—	Airborne frames 6-26
	EX Double Lift Kicks	⇨⇩⇘ + K K	High	60, 50	11	4(6)4	33	Floats	-15	—	Full body invulnerability frames 1-10, airborne frames 7-27
5	LK Attack Reversal	⇦⇙⇩⇘⇨ + LK	Counter	50, 50, 70	—	—	48	—	—	—	Counters ground striking attacks 1-25
	MK Attack Reversal	⇦⇙⇩⇘⇨ + MK	Counter	50, 50, 70	—	—	53	—	—	—	Counters ground striking attacks 1-30
	HK Attack Reversal	⇦⇙⇩⇘⇨ + HK	Counter	50, 50, 70	—	—	58	—	—	—	Counters ground striking attacks 1-35
	EX Attack Reversal	⇦⇙⇩⇘⇨ + K K	Counter	60, 60, 80	—	—	58	—	—	—	Counters ground striking attacks 1-35
6	Falling Rain	⇨⇩⇘ + P	Air throw	40, 40	13	5	24	Hard knockdown	—	—	—
	EX Falling Rain	⇨⇩⇘ + P P	Air throw	60, 60	6	5	24	Hard knockdown	—	—	Strike invulnerability frames 1-10
7	Sweep Throw	⇦⇙⇩⇘⇨ + P	Standing throw	50, 50, 70	10	2	30	Hard knockdown	—	—	—
	EX Sweep Throw	⇦⇙⇩⇘⇨ + P P	Standing throw	50, 50, 80	11	2	30	Hard knockdown	—	—	Projectile invulnerability frames 1-10
8	Onikubigari	⇨⇘⇩⇙⇦ + K	High	90	13	2	27	+2	-1	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art
	EX Onikubigari	⇨⇘⇩⇙⇦ + K K	High	130, 50	19	2(21)4	39	Floats	-21	—	Can be Super charged: 51 frames to perform Super Art, airborne frames 28-48



Exorcisor, Mist Palm Thrust, Raging Storm: Asuka performs an elbow attack that can be followed with Mist Palm Thrust on contact by pressing P and then to Raging Storm by pressing ⇨ + P. The attack strength used determines the distance that Asuka spins forward, with LP Exorcisor having short range and HP Exorcisor reaching almost half the screen. HP and EX Exorcisor have a window of projectile invulnerability and can be used as a way to punish projectiles at mid range. EX Raging Storm causes a wall bounce, giving you a juggle opportunity. All attacks in this sequence are unsafe if blocked, so they are best used in combos, juggles, or as projectile punishment in the case of HP and EX Exorcisor.



Double Lift Kicks: Asuka performs a double kick attack that sends an opponent soaring high into the sky. This puts the target in a float state where they can be juggled with many of Asuka's attacks, including st.HK or even both hits of J.HK. Asuka's legs do not have a hurtbox during this attack, giving them high priority against opposing attacks. It takes 10 frames to start up, however, making it difficult to use as anti-air. Although the first kick can act as anti-air if timed and positioned correctly, it's the second kick of Double Lift Kicks that has the upward-aiming kick, which doesn't become active until frame 20. Because of this, Double Lift Kicks is best used for combos while EX Double Lift Kicks (which is invulnerable on startup) is better suited for defense. Double Lift Kicks is -5 on block, making it punishable at close range but difficult to punish if blocked at the maximum range possible. EX Double Lift Kicks is easily punished if it is blocked.



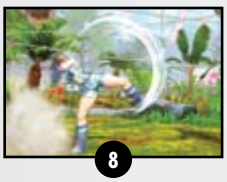
Attack Reversal: This is a counter attack that catches grounded attacks, including low attacks and Special Moves. If successful, Asuka will perform one of two throws depending on whether the opposing attack was standing or crouching. The window in which all versions of Attack Reversal will catch attacks starts on the first frame, so it can be used on reaction to slower attacks or as a reversal against poorly timed blockstrings. The attack strength used determines how long this window lasts, with LK Attack Reversal recovering the fastest and HK Attack Reversal recovering the slowest. You can vary the version you use to throw off an opponent's punishment attempt if they anticipate Attack Reversal, but all versions are punishable if opponents time their attack carefully. EX Attack Reversal behaves the same as non-EX versions but deals more damage. Note that Attack Reversal is ineffective against Super Arts, Cross Arts, aerial attacks, and projectiles.



Falling Rain: Falling Rain is an attack that connects only against airborne foes. If successful, Asuka transitions into a throw, resulting in a small ground bounce that can be followed by cr.HK. The angle in which Falling Rain strikes is perfect against aerial attacks. However, its 13 frame startup makes it difficult to reliably use on reaction against jump-ins. EX Falling Rain starts up more than twice as fast as non-EX Falling Rain and is strike invulnerable on startup, making it reliable as anti-air. Falling Rain can also be used in juggles, though Asuka has more damaging options in most situations than what Falling Rain would provide in a juggle.



Sweep Throw: Asuka performs a throw attack that sends opponents across the screen into a hard knockdown. Sweep Throw is a standing throw, meaning it will only connect on standing opponents and whiff against crouching or airborne foes. The attack strength used determines the range of the throw, with HP Sweep Throw having the longest reach. You can use this as a tick throw against opponents conditioned to block high, or as a way to punish opponents trying to avoid offensive pressure or jumping attacks by backdashing. EX Sweep Throw has full body projectile invulnerability on startup, making it usable as a way to punish projectiles at mid range.



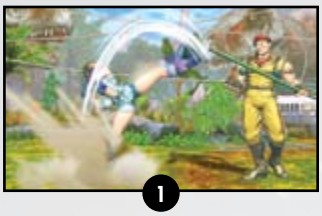
Onikubigari: Onikubigari is a high roundhouse kick that is central to Asuka's offense. It cannot be punished on block and can be canceled into to make a blockstring safe, such as st.MK ▷ ⇩ + MP ▷ ⇨⇘⇩⇙⇦ + K. Asuka's mid range pokes, such as st.MP and cr.MP, can be buffered into Onikubigari for extra damage. It also sees frequent use in Asuka's juggles and can be followed with cr.HK if the opponent is being juggled high enough or with a Switch Cancel since it pops opponents up to sufficient juggling height. EX Onikubigari causes a high float state if successful and is used to maximize combo damage, as seen in **combo II**.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Kishin Enbu	⇨⇘⇩⇙⇦ + K K K	High	30 x 5, 60, 100	14	2(26)2(15)2 (26)2(2)2	50	Hard knockdown	-24
Notes									
71 frame cinematic freeze before attack begins, full body invulnerability frames 1-13									



Kishin Enbu: Asuka performs a series of attacks ending in a move similar to Thunder Fall Kick. If this last attack connects, Asuka performs a cinematic series of attacks ending in a hard knockdown. The last attack must connect for Asuka to perform the Super Art in its entirety. It is invulnerable on startup and can be used as a reversal to blow through an opponent's offense, but this is risky because it is unsafe on block. This attack can be canceled into from Hyakujitsuko or from a Boost Chain, but it is difficult to use in juggles.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇩⇘⇨ + MP MK	High	20, 80	9	2	53	—	-33
Notes								
61 frame cinematic freeze before attack begins, full body invulnerability frames 1-9								



Asuka performs a rising elbow attack that transitions into a cinematic series of attacks if successful. It is invulnerable on startup and can be used as a risky last-ditch reversal. Otherwise, it is best used as a way to do significant damage during combos, and it can be substituted for Onikubigari in combos if your Cross Gauge permits.

OVERVIEW



Use Hyakujitsuko just outside of st.MK range to get in close…



…then surprise your opponent with ⇩ ⇙ MP. You can buffer this into Onikubigari as a safe poke.

Asuka has little to threaten with at long range, so approaching should be your main concern. Asuka has several tools to use while playing footsies at mid range. Asuka's attacks produce forward movement, with st.MK, st.MP, cr.MP, cr.HP, ⇦ + MP ▷ MK (Whiplash to Toe Kick), ⇨ + MP (Tsuwabaki), ⇨ + LP (Demon Slayer), and ⇨ + MK moving forward a significant distance. Your goal at mid range should be to stay just outside of your opponent's poking range, bait them to poke, and then counter with Hyakujitsuko, Demon Slayer, or Whiplash to Toe Kick, all of which lead to combos.

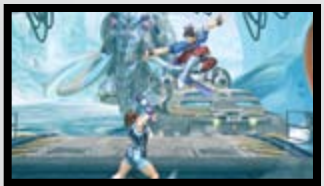
A secondary goal is to use Hyakujitsuko and Whiplash to Toe Kick to get into cr.LK range, in which you can begin offensive pressure with hit-confirms. You can use cr.MP and st.MP to bait an attack, always buffering Onikubigari in case they connect. You can also use cr.HP as a mid range poke, which sacrifices speed for a crumple on Counter Hit (see **combo I** or **IV**). Once opponents begin attacking with their own mid range pokes, you can take advantage of the range on Hyakujitsuko, Demon Slayer, and Whiplash into Toe Kick to punish whiffs. Note that Hyakujitsuko can be performed in its entirety, even on whiff. This means you can perform it just outside of st.MK 's striking distance so that it intentionally whiffs and then surprise opponents with ⇩ + MP ▷ ⇨⇘⇩⇙⇦ + MK. Whiplash to Toe Kick should be used at a distance farther than Hyakujitsuko, which reaches about two character lengths. Whiplash into Toe Kick can be canceled into Double Lift Kicks on hit (**combo I**) and grants +3 frames of advantage even on block, allowing you to start an offense. Demon Slayer is also usable at this range to punish whiffed pokes, but this move is unsafe on block and should be used against slow recovering attacks. Heron Dance travels a fair distance forward and can get you into cr.LK range. Though Heron Dance is unsafe if blocked, it can be difficult to punish if blocked at maximum range, depending on the character. Opponents trying to pressure with projectiles at mid range can be stopped with HP/EX Exorcisor or EX Sweep Throw, both of these attacks have a window of projectile invulnerability.

At close range, your weapons of choice are st.LP, cr.LP, and cr.LK. St.LP is one of Asuka's fastest attacks at 3 frames of startup and sacrifices range for anti-air ability. Cr.LP is 1 frame slower to start than st.LP but reaches slightly farther. Cr.LK starts up in 5 frames, hits low, and reaches farther than both st.LP and cr.LP. Since Asuka has the ability to transition her Boost Combos into her unique attack strings and vice versa, you can use any of these three attacks to chain into Jab Uppercut or Hyakujitsuko, both of which are Special Move cancelable and safe on block. Jab Uppercut should be chained into at close range since it does slightly more damage, but Hyakujitsuko will connect at ranges in which Jab Uppercut won't, such as connecting with cr.LK at the maximum range possible. You can even combine Jab Uppercut and Hyakujitsuko with a hit-confirm sequence of cr.LK ▷ st.MP ▷ LP ▷ st.MK ▷ ⇩ + MP canceled into Double Lift Kicks (on hit, see **combo I**), EX Onikubigari (on hit, see **combo II**), or Onikubigari (on block, which is safe). You can also end at Hyakujitsuko on block, which is safe. This sequence is flexible and simple to use, but has the weakness of causing damage scaling, which takes an early toll on the entire combo. The difference between stopping a block string at Hyakujitsuko or going through with Onikubigari is a matter of distance. Hyakujitsuko will still leave you within range to poke with cr.LK, while Onikubigari leaves you just outside cr.LK range. You can take advantage of opponents who have been conditioned to guard low due to cr.LK with ⇨ + HK (Thunder Fall Kick), which can be followed with cr.HP or cr.HK. You can also utilize ⇨ + MP (Tsuwabaki) to check high guard, which can be linked into st.LP into a combo. ⇘ + HK (Leg Cutter) can be used as low pressure and you can cancel the second or third sweep into Onikubigari for safety. You can also attempt to trap foes by performing Reversal Attack after an unpunishable attack such as Hyakujitsuko or Onikubigari, however, this is unsafe if an opponent anticipates it. Rather, this should be used sparingly to show your opponent that you're capable of doing it, making them hesitant to counter-poke after a safe blockstring.

You can also utilize charge canceling in Asuka's offense. During blockstrings, cancel into Onikubigari, but hold the button down and cancel the charge with a dash. It helps to think of this as one fluid motion of ⇨⇘⇩⇙⇦⇨⇨ with no delay, with K held instead of pressed. This is best used when canceled from attacks that are heavy on blockstun, such as st.HK, Hyakujitsuko, or Whiplash to Toe Kick. After dashing, you can throw or go straight into a hit-confirmation with cr.LK or st.LP into Hyakujitsuko. This tactic can be interrupted with an instant reversal, so it is best used in moderation. Charge canceling also sees use in Asuka's combos, as evident in **Trial 20**.

On defense, EX Double Lift Kicks can be used as an invulnerable reversal, but it needs 11 frames to start. This Special Move, along with Attack Reversal, can be used as reversals on the ground, but they are both are unsafe if they are unsuccessful. For anti-air, st.LP can be used but is a gamble. It starts up in 3 frames and aims upward in front of Asuka, cleanly beating jump-ins if timed and positioned correctly. It is only active for 2 frames though, making your timing and quick positional judgment crucial factors in using it as anti-air. If connected as a Counter Hit, it leads to **combo III**, which does a significant amount of damage for anti-air. If timed incorrectly, opponents will most likely get a clean jump into their most damaging combo. It's important to master the timing and positioning of anti-air st.LP before attempting to use it due to the high risk vs. reward involved. You can use ⇨ + LK ▷ ⇨ + LP (Dragon Wheel Kick to Demon Slayer) to protect the top of Asuka's head (e.g. when an opponent attempts a cross-up during offensive pressure), a position in which st.LP will not be effective. ⇨⇩⇘ + P (Falling Rain) can be used as anti-air if performed early, but it is too slow to be used reliably on reaction. EX Falling Rain starts up considerably faster and is strike invulnerable on startup, making it reliable as anti-air at the cost of one block of Cross Gauge. Diagonal J.HK can also be used as anti-air against an anticipated jump and can lead to a juggle if connected as a Counter Hit (see Combo Appendix). Double Lift Kicks can be used as anti-air if performed early against certain airborne attacks, but it is not as reliable as some of Asuka's other options. EX Double Lift Kicks is a more reliable attack as anti-air.

On an opponent's wakeup, J.MK and J.HP can be used as cross-ups. J.HP makes Asuka spread her arms horizontally, so it can connect as a deep cross-up. J.MK cannot hit as a deep cross-up like J.HP, but it has an odd hitbox that stretches from the beginning to the end of Asuka's outstretched leg. As a cross-up, it can be difficult to see due to the way it connects and is useful for making an opponent block incorrectly. Both attacks can lead into **combo II**, which aims for high damage. Opponents attempting to escape cross-ups with a backdash can be punished with an option select using HP Sweep Throw. Input the command for HP Sweep Throw the moment your jumping attack connects. If it hits or is blocked, the HP Sweep Throw input becomes void. If the opponent backdashes on wakeup, HP Sweep Throw executes and has the startup and range to punish backdashes. Cr.LP and cr.MP can both be used as meaty attacks on an opponent's wakeup, both of which are confirmable on hit into **combo I**.



Be aware of the way that st.LP hits when used as anti-air. It is only active for 2 frames, making your timing crucial.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LK ▷ st.MK ▷ ↓ + MP ▷ →↓↘ + K, diagonal J.HK, st.HK ▷ →↘↓↙← + K, cr.HK

330 damage

This is a go-to combo when hit-confirming with cr.LK ▷ st.MK ▷ ↓ + MP. Asuka has the unique ability to incorporate her *Tekken* strings into Boost Combos, allowing you to hit-confirm with cr.LK "boosted" into Hyakujitsuko, which is Special Move cancelable. Cancel the second hit of Hyakujitsuko into →↓↘ + K, then immediately jump diagonally forward with J.HK. You can hold ↗ during Double Lift Kicks to make sure you jump as soon as possible. Connect with J.HK on the way up, then land and perform st.HK as soon as possible. This can be tricky since the timing is tight and your vision is often obscured due to the opponent being at a high altitude. But you can plink st.HK to help with the timing. Cancel st.HK into →↘↓↙← + K, which pops the opponent high enough to juggle with cr.HK as long as you catch with st.HK early enough.

This combo can be modified in several different ways. The hit-confirm before Double Lift Kicks can be substituted with several other sequences, including st.MP ▷ LP (Jab Uppercut) for a close range confirm, ← + MP ▷ MK (Whiplash to Toe Kick) for mid range footsies, or even cr.LK, st.MP ▷ LP ▷ st.MK ▷ ↓ + MP, a combination of Jab Uppercut to Hyakujitsuko. If you connect with a Counter Hit cr.HP, you can follow with Hyakujitsuko into the rest of the combo (422 damage). Toward the end of the combo, →↘↓↙← + K pops the opponent high enough to set up a Switch Cancel combo. In addition, →↘↓↙← + K can be substituted with ↓↘→ + MP MK for significant damage (313 damage before the tag). If the combo is blocked, it's best not to follow through with Double Lift Kicks because it is unsafe if blocked and leaves you out of cr.LK range even if not punished. You can either end it early at ↓ + MP, which is safe on block and possibly still leaves you within cr.LK range or cancel ↓ + MP into →↘↓↙← + K, which does a small amount of chip damage but leaves you just outside of cr.LK range.

II. St.MP ▷ LP ▷ →↘↓↙← + K K, st.MP ▷ LP ▷ →↘↓↙← + K, cr.HK

423 damage, 1 block required

This combo attempts to maximize damage at close range using one block of meter. →↘↓↙← + K K puts opponents into a float state which is capitalized on by juggling with st.MP ▷ LP ▷ →↘↓↙← + K, cr.HK. Catching with Jab Uppercut as the opponent is level with you is important to ensure they are not too high for Onikubigari.

III. St.LP, st.HK ▷ →↘↓↙← + HP ▷ P ▷ → + P

251 damage, Counter Hit on airborne foe required

This combo should be used when an anti-air st.LP connects as a Counter Hit, which is likely to happen if timed correctly. You should train yourself to get ready to juggle with st.HK after all anti-air attempts with st.LP, using the on screen Counter Hit indicator to help verify the status. Connecting with st.HK too early will cause →↘↓↙← + HP to whiff, so connect with st.HK as late as possible.

IV. → + LP, → + MK, cr.MP ▷ →↘↓↙← + K

281 damage

You can use this combo while poking at mid range, taking advantage of Asuka's forward movement during Demon Slayer. You can also use this combo after landing cr.HP as a Counter Hit, which works even if it connects at the maximum range possible. The trickiest part of this combo is connecting with cr.MP after → + MP, so you should plink cr.MP to alleviate the timing required.

V. → + LK ▷ → + LP, st.HK ▷ →↘↓↙← + K, cr.HK

329 damage, airborne foe required

You can use this combo after a partner's Launcher or Switch Cancel. You can also use this combo when connecting with → + LK as anti-air, which can be useful against opponents trying to cross-up. Connect with st.HK as your opponent descends during their float, then cancel into →↘↓↙← + K. If the Switch Cancel causes you to pop the opponent high up in the air with → + LP, it's best to wait a moment before juggling with st.HK or else they might be too high for Onikibigari to connect.

COME ON!
WHY WON'T BOZOS LIKE YOU STOP BOTHERING ME!?

Combo Appendix

Sequence	Notes
J.HK, st.HK ▷ →↘↓↙← + K, cr.HK	—
St.LP, st.MK ▷ ↓ + MP ▷ →↘↓↙← + K, cr.HK	Counter Hit against airborne foe required
Cr.LK ▷ st.MK ▷ ↓ + MP ▷ →↓↘ + K, → + MP, st.MK ▷ ↓ + MP ▷ →↘↓↙← + K, cr.HK	—
→ + HK, cr.HP	Trial 11
Cr.LP, cr.LP ▷ cr.MP ▷ cr.HP	Trial 12
J.HK, st.HK ▷ →↘↓↙← + K	Trial 13
→ + LK ▷ ↘ + HK ▷ ↘ + K ▷ ↘ + K ▷ HK	Trial 14; delay ↘ + HK
→ + LP, → + MK, cr.MK ▷ st.HK	Trial 15
← + MP ▷ MK ▷ →↓↘ + K, diagonal J.HK, →↓↘ + P P, cr.HK	Trial 16
↘ + HK ▷ HK, st.MK ▷ ↓ + MP ▷ →↘↓↙← + K, cr.HK	Trial 17
St.LP, st.LP, cr.LK ▷ st.MK ▷ st.HK ▷ →↓↘ + K K, →↓↘ + K K, →↓↘ + P P	Trial 18
St.LP ▷ LK ▷ MK ▷ ↓ + MP ▷ →↘↓↙← + P P ▷ P ▷ → + P, ← + MP ▷ MK ▷ →↘↓↙← + K, cr.HK	Trial 19
→↓↘ + K K, st.HK ▷ →↘↓↙← + K (charge) ▷ →→, cr.LP ▷ →↓↘ + K K	Trial 20

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Bob

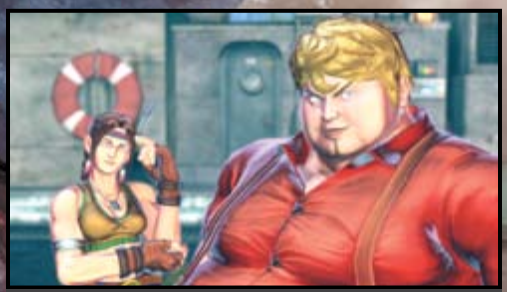
The Perfect Body

A man renowned as a bounty hunter who developed his body to immense proportions in order to fight larger opponents. While others vehemently disagree, Bob believes that he now has the "perfect body". He is extremely smug, and is stoic in the face of adversity. Julia, worried that the box may be used for evil purposes, hires Bob to travel with her to the South Pole.

Win Comment 1: I underestimated you, but I won't make the same mistake again.
Win Comment 2: You have to gain weight! But keep in mind, you're not just getting fat…there's a process.
Win Comment 3: Man, you're just like school in the summer. No class!


Color 1


Color 2


Charming & Chubby


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





DATA ARSENAL

Vitality	1050
Forward Dash Duration	21 frames
Backdash Duration	8 frames invulnerable, 11 frames airborne, 12 frames grounded (31 frames total)
Pre-jump Frames	4
Vertical Jump (and High Jump) Duration	31 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	5	4	8	+5	+1	SM, EX, SA, CA	—
2	Standing MP	High	60	6	3	15	+3	-1	SM, EX, SA, CA	—
3	Standing HP	High	90	9	5	19	+3	-3	—	—
4	Standing LK	Low	30	8	5	12	0	-4	SM, EX, SA, CA	—
5	Standing MK	High	60	8	9	13	-1	-5	—	—
6	Standing HK	High	90	13	4	22	-1	-6	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing MP	High	60	10	4	10	+7	+3	SM, EX, SA, CA	—
2	Close standing HP	High	90	12	4	28	-5	-11	SM, EX, SA, CA	—
3	Close standing LK	High	30	4	4	10	+3	-1	—	—
4	Close standing MK	Low	60	5	4	15	+2	-2	SM, EX, SA, CA	—
5	Close standing HK	High	90	8	10	15	0	-5	SM, EX, SA, CA	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.
From the Library of Chris Miller

Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	5	4	5	+8	+4	SM, EX, SA, CA	—
2	Crouching MP	High	60	6	4	13	+4	0	SM, EX, SA, CA	—
3	Crouching HP	High	90	7	6	29	-9	-15	SM, EX, SA, CA	Forces standing on hit
4	Crouching LK	Low	30	5	4	10	+3	-1	SM, EX, SA, CA	—
5	Crouching MK	Low	60	7	6	15	0	-4	SM, EX, SA, CA	—
6	Crouching HK	Low	90	11	4	28	Sweep knockdown	-12	—	—



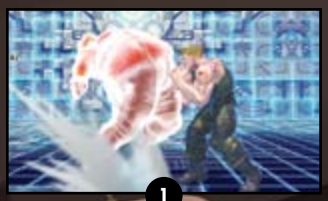
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120	10	6	26	Hard knockdown	-11
Notes								
Similar to LP Giga Jacker, full body invulnerability frames 1-10								



Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	5	4	Until grounded, 4 frames landing	+12	+4	—	—
2	Jumping MP	Mid	70	8	10	Until grounded, 4 frames landing	+16	+5	—	—
3	Jumping HP	Mid	100	13	4	Until grounded, 4 frames landing	+20	+8	—	—
4	Jumping LK	Mid	40	5	12	Until grounded, 4 frames landing	+12	+4	—	—
5	Jumping MK	Mid	70	6	12	Until grounded, 4 frames landing	+16	+5	—	—
6	Jumping HK	Mid	100	7	4	Until grounded, 4 frames landing	+20	+8	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable
1	Double Chapati	(in air) HK ▷ HK	Mid	30	3	6	Until grounded, 4 frames landing recover	+21	+12	—
Notes										
1st hit same as jumping HK										


1

I UNDERESTIMATED YOU, BUT I WON'T MAKE THE SAME MISTAKE AGAIN.

Gaufrettes Cutter Strings—MK ▸ MP ▸ HP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Standing MK	High	60	8	9	13	-1	-5	SM, EX, SA, CA	—
1	—	MK ▷ MP	High	30	13	4	20	-3	-6	—	Knockdown on airborne foes
2	Gaufrettes Cutter	MK ▷ MP ▷ HP	High	80	21	2	23	+1	-3	SM, EX, SA, CA	Doesn't combo with rest of string, knockdown on airborne foes
3	—	MK ▷ MK	High	30	13	6	19	-4	-10	—	Knockdown on airborne foes
4	Gaufrettes Kick	MK ▷ MK ▷ HK	High	50	15	5	20	+6	-8	—	Backturn on hit
5	Gaufrettes Punch	MK ▷ HP	Mid	70	19	4	27	+10	-9	—	Doesn't combo with rest of string


1


2

Gaufrettes Cutter: This three-hit string starts from far standing MK, continues to far standing MP, then ends with far standing HP. This string has limited use outside of juggle combos because the second hit deals little damage, isn't cancelable, and is unsafe on hit, and the third attack in the string doesn't combo with the other attacks.


3


4

Gaufrettes Kick: This variation on Gaufrettes Cutter causes Bob to perform an altered close standing MK, then finishes the string with a big front kick. While Bob is left at +6 frame advantage after the string connects, the opponent is generally too far away to continue into a combo. You can Boost Combo into this and the other Gaufrettes strings from standing or crouching LP, and this string fully combos into the ground. So use this if you see Bob's standing LP connect.


5

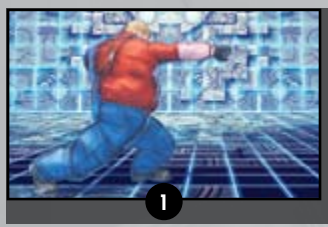
Gaufrettes Punch: This two-hit string makes Bob to perform an overhead attack that leaves the opponent in enough hitstun to combo afterwards! This attack is only accessible from standing MK, however, and won't occur if close standing MK is used. While the overhead itself is fairly quick, it can only appear after standing MK, giving the attack considerable startup. This is Bob's best normal mid attack, and can lead to big damage, making it worth taking a risk.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

One Two Punch Strings—LP ▶ ← + MP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Standing LP	High	30	5	4	8	+5	+1	SM, EX, SA, CA	—
1	One Two Punch	LP ▷ ◁ + MP	High	50	10	3	16	+2	-1	SM, EX, SA, CA	Knockdown on airborne foes
2	Fast Break	LP ▷ ◁ + MP ▷ LP + MP	High	70	21	2	24	-1	-8	—	Doesn't combo with rest of string, knockdown on airborne foe



One Two Punch: This quick one-two string is cancelable into any of Bob's special attacks, allowing him to do a quick combo off his standing LP. The second hit of this string leaves Bob at slight disadvantage, so it isn't great at keeping up pressure. Use it only if you need a little damage to finish off your opponent or to squeeze additional damage out of a Cross Rush.



Fast Break: This string ends with a big double-armed attack. The final hit of this string doesn't combo with the previous two attacks on the ground and isn't safe on hit or block, greatly limiting its usefulness. If you must use it, do so only in juggle combos.

Course Picante—LP ▶ LK ▶ LK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Standing LP	High	30	5	4	8	+5	+1	SM, EX, SA, CA	—
1	—	LP ▷ LK	Low	50	10	4	26	-5	-15	—	Input LK between frames 2-19 for follow-up attack
2	Course Picante	LP ▷ LK ▷ LK	High	70	15	4	25	Knockdown	-12	BC, LA	Knockdown on airborne foes





Course Picante: This three-hit string ends in a series of kicks and knocks down an opponent. In the corner, you can juggle after this string, making it a good way to quickly deal some damage against a cornered character. The second two attacks in this string are both unsafe on block, so only start this string if you're sure these attacks will hit.

Contorno Farce—↓ + HK ▶ HK ▶ HK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	↓ + HK	Low	90	11	4	28	Sweep knockdown	-12	—	This attack must whiff to connect with chain
2	—	↓ + HK ▷ HK	Mid	30	21	3	26	-6	-9	—	Knockdown on airborne foes
3	Contorno Farce	↓ + HK ▷ HK ▷ HK	High, mid	40, 50	18	2(35)2	26	Ground bounce	-2	—	—







Contorno Farce: This string begins with a crouching HK that whiffs and quickly turns into a mid attack. Although it can surprise an opponent who tries to block your crouching HK by hitting them mid, crouching HK is too fast for an opponent to react to, but this overhead is slow enough to react to on its own. However, this attack may be useful against someone who doesn't know it exists. It's easy to automatically block—quickly low block against the crouching HK then shift to a standing block in case the overhead is coming. While this attack ground bounces, Bob can't combo after it, making it only applicable after a Switch Cancel.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Flying Cask	⇨ or N + LP LK	Throw	120	7	2	20	Hard knockdown
2	Quarter Deck	⇦ + LP LK	Throw	120	7	2	20	Hard knockdown

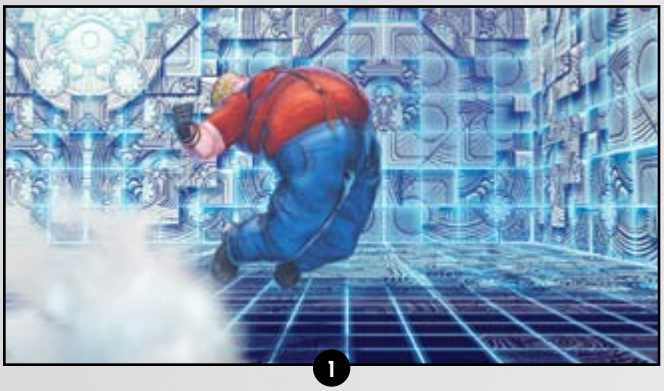

1


2

YOU HAVE TO GAIN WEIGHT! BUT KEEP IN MIND, YOU'RE NOT JUST GETTING FAT... THERE'S A PROCESS.

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Giga Jacker	⇩⇘⇨ + LP	High	80	14	7	38	Knockdown	-23	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, reflects projectiles frames 14-20, airborne frames 14-34
	MP Giga Jacker	⇩⇘⇨ + MP	High	90	15	7	38	Knockdown	-23	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, reflects projectiles frames 14-20, airborne frames 14-35
	HP Giga Jacker	⇩⇘⇨ + HP	High	100	16	7	38	Knockdown	-23	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, reflects projectiles frames 14-20, airborne frames 16-36
	EX Giga Jacker	⇩⇘⇨ + P P	High	120	41	7	62, 4 frames landing	-5	-55	—	Can be Super charged: 51 frames to perform Super Art, airborne frames 21-42 and 53-90


1

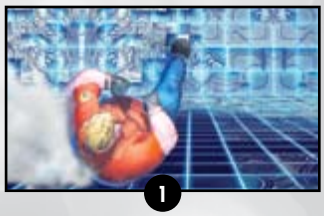
Giga Jacker: Bob sticks out his sizable weight and thrusts it toward his opponent, knocking them down on hit. Giga Jacker can reflect projectiles toward your opponent, although it's fairly difficult to time. If this attack is blocked, Bob is incredibly unsafe, making it a risky attack to use unless you're sure you will hit or reflect a projectile. EX Giga Jacker causes Bob to jump into the air and come crashing down on his opponent. Even though it attacks from the air, this move hits high, making it very easy to block. This attack is also unsafe on hit and you cannot alter its trajectory, limiting its usefulness. Use it only if you can K.O. a projectile-throwing opponent from full screen. While this attack is Super Chargeable, EX Giga Jacker only hits from roughly full screen. So if your opponent moves toward you, your Super Charge is useless. None of Bob's moves have unique Counter Hit effects, making even storing a Counter Hit pointless.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Spinner Ball—← ↙ ↓ ↘ → + K

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LK Spinner Ball	← ↙ ↓ ↘ → + LK	High	20 x 2	13	7	18	-1	-4	—	—
	MK Spinner Ball	← ↙ ↓ ↘ → + MK	High	20 x 2	13	7	18	-1	-4	—	—
	HK Spinner Ball	← ↙ ↓ ↘ → + HK	High	20 x 2	15	7	18	-1	-4	—	—
	EX Spinner Ball	← ↙ ↓ ↘ → + K K	High	30 x 2	10	7	13	+6	+1	—	Projectile invulnerability frames 1-6
2	Lyonnaise Break	(during Spinner Ball) P	High	70	12	6	19	Floats	-3	—	—
3	Perfect Press	(during Spinner Ball) K	Mid	50	28	7	30	Hard knockdown	-12	—	Airborne frames 18-31
4	Panini Flip	(during Spinner Ball) ↓ + K	Low, high	30, 25 x 2	21	4(10)3	29	Floats	-14	—	Upper body projectile invulnerability frames 1-35, airborne frames 36-45



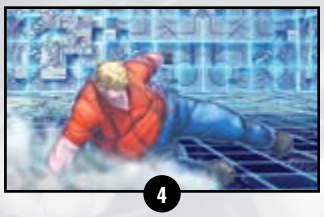
Spinner Ball: During this attack, Bob curls into a ball and spins himself toward his opponent. This attack can be canceled into one of three attacks, which are covered in their own sections. Unlike many attacks of this nature, Spinner Ball hits before it can be canceled, allowing you to quickly perform a combo or mix-up your opponent. EX Spinner Ball leaves Bob at advantage on block and gives you enough frame advantage to continue into a combo, allowing you to extend Bob's combos and deal more damage off any confirmed hit. Check the Combo Usage section for more details.



Lyonnaise Break: This Spinner Ball follow-up causes Bob to perform a quick uppercut, popping his opponent into the air on hit. This is the safest follow-up to Spinner Ball and has one less frame disadvantage on block than Spinner Ball, so you should generally cancel into this after any blocked Spinner Ball. While Lyonnaise Break floats on hit, it also sends the opponent fairly far away, making it difficult to juggle after this attack outside of the corner. Inside the corner, continue with any of Bob's general juggles. Check the Combo Usage section for more details.



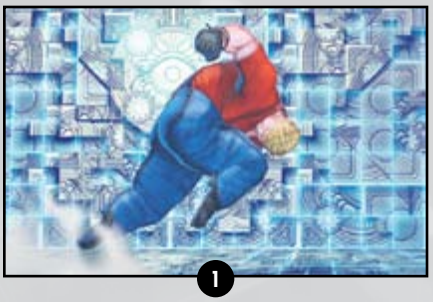
Perfect Press: During this follow-up, Bob hops into the air and comes crashing down on his opponent with a massive butt slam. This attack is a mid and allows you to perform a high-low mix-up on your opponent. This attack knocks down an opponent if it hits but is unsafe on block, making this mix-up dangerous for you and your opponent but worth the risk.



Panini Flip: Bob sweeps the ground and kicks his opponent into the air during this Spinner Ball follow-up. Panini Flip floats the opponent on hit, giving you a chance for a combo, although it's more unlikely to hit because it's slow and your opponent is probably blocking low already. If you've conditioned your opponent by hitting them with a Perfect Press or two, consider mixing it up with this attack and get big damage off a Spinner Ball mix-up.

Cracker—→ ↓ ↘ + P

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Cracker	→ ↓ ↘ + LP	Crouchable high	60	10	5	29	0	-17	—	Upper body invulnerability frames 1-5, strike invulnerability frames 6-9, airborne frames 6-26
	MP Cracker	→ ↓ ↘ + MP	Crouchable high	70	11	5	29	0	-17	—	Upper body invulnerability frames 1-6, strike invulnerability frames 7-10, airborne frames 7-27
	HP Cracker	→ ↓ ↘ + HP	Crouchable high	80	16	5	29	0	-17	—	Upper body invulnerability frames 1-8, strike invulnerability frames 9-17, airborne frames 9-32
	EX Cracker	→ ↓ ↘ + P P	Crouchable high	90	9	6	42	-14	-31	—	Full body invulnerability frames 1-10, airborne frames 6-26
2	Pound Cake	(during Cracker) P	Mid	50	23	4	24	-3	-11	—	Doesn't combo with Cracker, ground bounce on airborne foes
3	Cracker Jacker	(during Cracker) K	High	120	21	6	25	Knockdown	-9	—	Doesn't combo with EX Cracker, airborne frames 18-30



Cracker: Bob leaps into the air and charges at his opponent with his head during this anti-air Special Move. The normal versions of this attack are best used as anti-air or combo enders. Cracker is upper body invulnerable during its startup, but can still be hit by deep jump-ins. Perform Cracker as early as possible so it meets your opponent in the air. As a reversal against ground attacks, neither Cracker nor EX Cracker is particularly effective because both attacks are crouchable high attacks. If Cracker hits a grounded opponent, only the Cracker Jacker follow-up will combo. Although EX Cracker is fully invulnerable, none of the follow-ups combo on grounded opponents, making it an unsafe reversal on hit or block.



Pound Cake: This Cracker follow-up is a mid attack that ground bounces aerial opponents. As a mid attack, Pound Cake is difficult to use. The gap between Cracker and Pound Cake is large enough for your opponent to easily interrupt Pound Cake before it hits. It's also unsafe on hit, so use Cracker Jacker when hitting a grounded opponent. In combos, Pound Cake ground bounces an aerial opponent, but you cannot take advantage of this because it uses up all of Bob's juggle potential. If you Switch cancel Pound Cake, Bob's partner can continue into a combo.



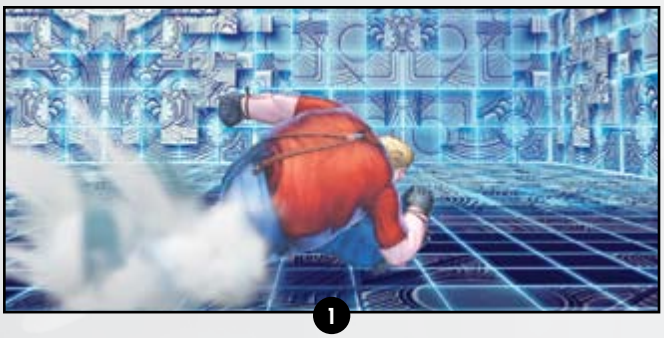
Cracker Jacker: Bob thrusts out his belly and blasts his opponent across the screen during this Cracker follow-up. This follow-up does more damage than Pound Cake and combos after Cracker on a grounded opponent, so you should use it in combos. Cracker Jacker is unsafe on block, so don't throw it out if Cracker is blocked.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

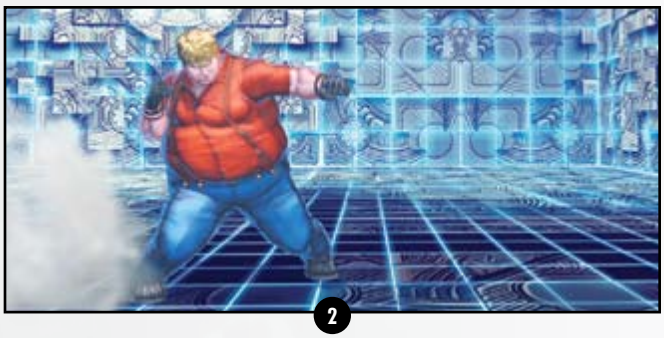
From the Library of Chris Miller

Special Step —→ ↓ ↘ + K

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LK Special Step	⇨⇩⇘ + LK	—	—	—	—	32	—	—	—	Upper body projectile invulnerability frames 1-21
	MK Special Step	⇨⇩⇘ + MK	—	—	—	—	33	—	—	—	Upper body projectile invulnerability frames 1-22
	HP Special Step	⇨⇩⇘ + HK	—	—	—	—	36	—	—	—	Upper body projectile invulnerability frames 1-25
	EX Special Step	⇨⇩⇘ + K K	—	—	—	—	28	—	—	—	Upper body invulnerability frames 1-22, lower body projectile invulnerability and armor frames 1-22
2	Langue Washer	(during Special Step) LP	High	60	11	2	22	Floats	-2	—	Upper body projectile invulnerability frames 1-5
3	Spiral Rocky	(during Special Step) MP	High	50, 20 x 2, 40	18	12	41	Knockdown	-27	—	Full body invulnerability frames 1-29, airborne frames 20-48
4	Granchi Cannon	(during Special Step) LP + MP	High	100	18	5	22	Crumples	-5	—	Upper body projectile invulnerability frames 1-4
5	Apres Sweep	(during Special Step) LK	Low	50	5	3	30	0	-9	LP + MP	Upper body projectile invulnerability frames 1-30
6	Cutting Coppa	(during Apres Sweep) LP + MP	High	80	18	3	24	Knockdown	-5	—	—



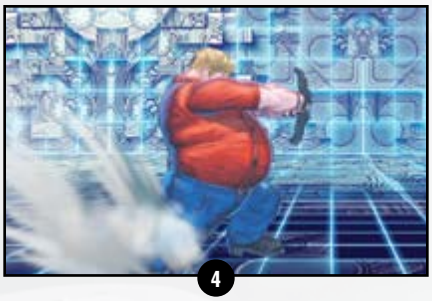
Special Step: This special maneuver causes Bob to duck and quickly step toward his opponent. This dash is projectile invulnerable during the first two-thirds of its duration and can be cancelled to one of four follow-ups. EX Special Step has upper body invulnerability, can't be hit by low projectiles, and has armor against low attacks, making it an excellent way to close the distance on your opponent. Special Step has four unique follow-ups, each of which is covered in its own section.



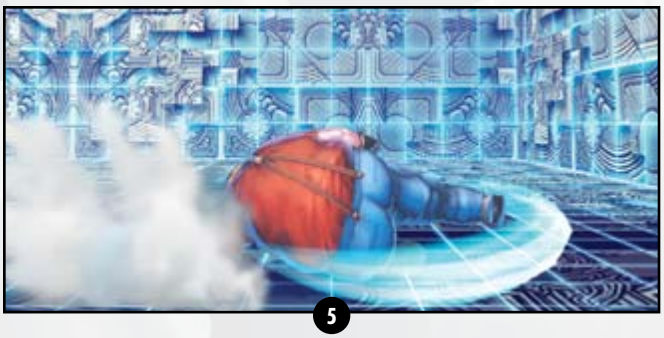
Langue Washer: Bob throws a right hook that floats an opponent during this Special Step follow-up. Langue Washer should be your primary attack from Special Step because it's only -2 on block and floats an opponent on hit. Langue Washer combos from a crouching HP canceled into Special Step, giving you an excellent way to get big damage from a connected hit. Check the Combo Usage section for more details on how to best use Langue Washer.

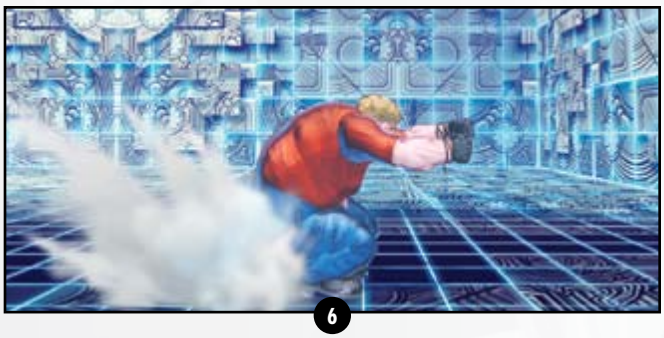
Spiral Rocky: This Special Step follow-up is completely invulnerable for 29 frames, giving you the ability to counter any of your opponent's attempts to stop Special Step. Spiral Rocky is slow and has limited range, making it difficult to connect. If your opponent is going to counter your Special Step, they've probably hit you before Spiral Rocky has finished its startup. Use Spiral Rocky only in situations where you think your opponent will get antsy and try to stick a move from range.





Granchi Cannon: Bob plunges his fist forward during this Special Step follow-up. Granchi Cannon crumples an opponent on hit, but it can be difficult to use because it has a long startup and doesn't combo after any of Bob's normal attacks. Granchi Cannon is best used as a projectile counter, where you can use its 5 additional frames of projectile invulnerability.





Apres Sweep, Cutting Coppa: The low-hitting attack Apres Sweep causes Bob to sweep across the ground and can be followed-up by Cutting Coppa, which knocks down the opponent. Apres Sweep is the quickest attack out of Special Step and is fast enough to combo off a crouching MP. Apres Sweep is safe if it hits the opponent, but it can also be canceled into Cutting Coppa for extra damage and a knockdown. Both attacks are unsafe on block, but Cutting Coppa is a safer end to this series of attacks. So you may as well cancel into it if your Apres Sweep is blocked.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

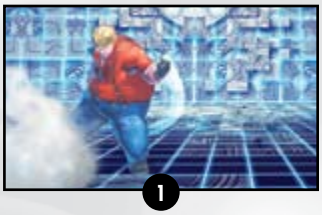
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Giga Meteo	↓↘→ + P P P	High	70, 100, 150	24	5	72	Hard knockdown	-55
Notes									
77 frame cinematic freeze before attack begins, projectile invulnerability frames 1-23, airborne frames 8-27 & 41-71, homes to foe's position									



Giga Meteo: During this Super Art, Bob hops into the air, comes down on his foe with all of his considerable weight, then follows-up his initial splash with two additional full-body slams. Giga Meteo doesn't work as a reversal attack because it's only projectile invulnerable on startup. If you hit an opponent out of the air with Giga Meteo, either as a juggle or anti-air, only the first hit will connect and the second will whiff. Use it only against projectiles and in ground-based combos.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↘→ + MP MK	High	20, 16 x 5	9	4	45	Switch	-27
Notes								
61 frame cinematic freeze before attack begins, full body invulnerability frames 1-12								



Bob's Cross Art starts with a heavy punch to the gut and finishes with a flurry of kicks, ending with a handoff to his partner. This Cross Art is similar to most other attacks, except it has slightly more invulnerability than most. Bob's Cross Art only requires one hit to enter into its Super Cinematic, making it a good attack to use in juggle combos.

OVERVIEW



EX Special Step has lower body armor, allowing him to blast through low attacks…



…that can be followed with the powerful Granchi Cannon, which crumples on normal hit!

Like many *Tekken* characters, when you play Bob you should close the distance on an opponent and pressure them with attacks until you find an opening. From long range, you should walk Bob toward the opponent and use Special Step to go through any projectile thrown his way. You can also deal with projectiles by using Bob's Giga Jacker to reflect them back at the opponent, turning their own attack against them. Against opponents keeping you out with normals, you can plow through any attack using EX Special Step, which is upper body invulnerable and has lower body armor. If you manage to use Special Step through a projectile or an attack, blast your opponent with Apres Sweep from mid range or Granchi Cannon from up close. If you don't have meter, you can blast any of your opponent's pokes with the fully invulnerable Spiral Rocky, even though its long startup makes it difficult to use on reaction.

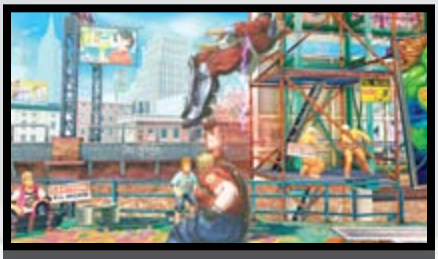
From mid range, you can poke at the opponent using Bob's standing LP and standing MK. Bob's arm during standing LP has no hurtbox, making the attack completely safe to whiff punishes unless the opponent hits his body. When standing LP is Boost Combo canceled into standing MK he still has access to any chain starting with standing MK, most notably the Gaufrettes Punch mid attack. Gaufrettes Punch is unsafe if blocked, but leads into a combo on hit, making it a risky but powerful attack. If Bob's standing LP hits, you can finish the Gaufrettes Kick chain or end it with Launcher for a tag or crouching HK for a hard knockdown. Standing MK is a decent poke by itself, but standing LP is safer and generally a better poke.

If you score a knockdown, you can cross up your opponent with jumping MK whether or not your opponent Forward Rolls or Quick Recovers. If an opponent blocks your cross-up, follow through with crouching LP to crouching HP. Then follow with Special Step into Langue Washer for some free chip damage, Granchi Cannon to blast mashing, or simply nothing and a throw attempt. This isn't a particularly fast mix-up, so there's a good chance your opponent will thwart your attempt. Still, it doesn't hurt to try! You can stagger the timing on your crouching LP into crouching HP to create a frame trap and cancel into Spinner Ball to create a mix-up. If your crouching HP connects, cancel the Spinner Ball into Lyonnaise Break for a combo. If it's blocked, cancel into Lyonnaise Break anyway for safety or cancel into Panini Flip or Perfect Press for a high-low mix-up. If you've already shown your opponent you're willing to use one of these unsafe attacks, go for a throw. Your opponent will be too busy to block high/low to think about countering a throw attempt! This mix-up is highly unsafe, so over-reliance on it will generally cost you many matches.

While Bob has strong defensive attacks, they can be difficult to use because each one requires specific situations. HP Cracker is invulnerable to most aerial attacks well past its active period, but it moves him very far forward, typically striking at a range from which most opponents won't attack. LP Cracker hits at a more practical angle, but its invulnerability runs out before its active frames start. If Cracker connects, both follow-ups have their uses in different situations. Cracker Jacker deals more damage, but it knocks the opponent across the screen and doesn't work in the corner. Pound Cake bounds the opponent, placing them right in front of Bob, but deals half as much damage. Pound Cake can also be Switch Canceled to your partner, allowing them to continue the combo. Against many jump-ins, crouching HP is a perfectly serviceable anti-air, although it won't work against jump-ins that are too deep because it moves Bob forward far enough that opponents will float over Bob's attack. If you're willing to spend the meter, you can use EX Special Step to quickly get out of trouble, although you probably won't be able to counter-attack.



HP Cracker is body invulnerable on startup and strike invulnerable during active, making it powerful as an anti-air if performed early.



Crouching HP has a high reach, making it a powerful anti-air.

On the ground, things aren't as clear-cut with Bob. Cracker has upper body invulnerability, but it's useless against low attacks. EX Cracker is fully invulnerable, but it's unsafe on hit and none of the follow-ups combo after it hits. Bob's only functional reversal against grounded attacks is EX Special Step, but your opponent can easily counter by simply throwing your attempt to escape. It's advisable to just block and wait for your chance to counter attack rather than throwing your meter away on a gamble.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LP, cr.LP, cr.HP ▷ ⇨⇩⇘ + HP ▷ K

260 damage, midscreen required

This is a basic, verifiable combo off crouching LP, which can be repeated or immediately linked into crouching HP, then cancelled into a Special Move and then into a knockdown. While Cracker misses crouching characters, crouching HP forces you to stand, allowing this combo to continue. If crouching HP is blocked, however, Cracker will sail over the enemy's head, giving them a good chance to punish you, so don't hit crouching HP at all unless you see the hits connect.

II. Cr.MK ▷ ⇩⇘⇨ + HP

160 damage

While this combo is incredibly basic, there will be times when it's all you can get. If your opponent is in range for only a max-range crouching MK, cancel immediately into HP Giga Jacker for some quick damage.

III. St.LP ▷ st.MK ▷ MP ▷ cl.HK ▷ ⇩⇘⇨ + P P P

360 damage, 2 bars

Giga Meteo is one of the most difficult Super Arts to use in the game because it doesn't work as a reversal, an anti-air, or in juggle combos, making it difficult to inflict unrecoverable damage on your opponent. You can reliably combo into Giga Meteo only off standing close HP or HK or crouching HP. Bob can Boost Combo into his Gaufrettes strings from a standing LP, giving you the ability to easily verify into Giga Meteo from this combo. While the damage dealt by this combo is low considering the inclusion of the Super Art, a majority of it is dealt in unrecoverable damage.

IV. Cr.LP, cr.HP ▷ ⇨⇩⇘ + LK ▷ LP, cr.HP ▷ ⇨⇩⇘ + HP ▷ K

339 damage, midscreen required.

Once you're more experienced with Bob, consider using this as your go-to combo, because it does more damage than any of his other meterless combos and is fairly easy. Crouching LP to crouching HP is a 2 frame link, so you don't even need to plink. The timing for juggling with crouching HP is later than it looks. Even if your crouching HP is blocked, Langue Washer is only -2 on block, making it completely safe against most characters. If you have trouble with it, replace it with the slightly faster crouching MP. In the corner, Cracker Jacker will whiff, so use Pound Cake after HP Cracker. This deals less damage but gives you a better set-up, so consider using it midscreen as well. Pound Cake bounds the opponent and, although Bob can't juggle after it, you can Switch Cancel Pound Cake to your partner so they can continue this combo.

V. St.MK ▷ HP, cr.HP ▷ ⇨⇩⇘ + LK ▷ LP, cr.HP ▷ ⇨⇩⇘ + HP ▷ P

332 damage

This combo starts off the Gaufrettes Punch overhead, which can only be accessed by using a far standing MK. Gaufrettes Punch doesn't combo off the standing MK and can only be accessed after it, so it's fairly hard to disguise. You might be too far after Gaufrettes Punch to connect with crouching HP, so settle for crouching MK cancelled into HP Giga Jacker or boost combo from crouching MK to crouching HP canceled into Giga Meteo for unrecoverable damage off a Super Art. Like any juggle combo ending in Cracker, you can replace Pound Cake with Cracker Jacker for slightly more damage. But Pound Cake gives you the better set up and can be canceled into a Switch Combo to continue a combo.

VI. Cl.MP, cr.HP ▷ ⇦⇖⇩⇘⇨ + K K, cr.LP, cr.HP ▷ ⇨⇩⇘ + LK ▷ LP, cr.HP ▷ ⇨⇩⇘ + HP ▷ K

387 damage, 1 bar, mid screen required

Use this combo to get slightly more damage off a basic Bob combo at the cost of a bar. Close standing MP leaves Bob at advantage even if it's blocked, making it a good tool to use in general pressure. If MP is blocked, consider finishing with crouching HP into EX Spinner Ball anyway as a frame trap or take a step forward and throw your opponent. MP to crouching HP is a 1 frame link, so plinking is definitely recommended. To link after EX Spinner Ball, wait before inputting LP so you don't prematurely end the combo with Lyonnaise Break. If you're in the corner, finish the combo with Pound Cake after Cracker instead of Cracker Jacker, which whiffs against cornered foes.

VII. Cr.MP, cr.HP ▷ ⇨⇩⇘ + HP ▷ P

Damage depends on damage scaling.

This is about the most damage you can do with Bob after a handoff. Despite being an enormous guy, Bob doesn't have much in the way of big damage attacks, so you'll have to make do with this. You could remove the crouching MP and go straight to crouching HP for slightly more damage in certain situations, but generally you should do the entire combo to build more meter.

Combo Appendix

Sequence	Notes
Cr.LP, cr.MP ▷ ⇩⇘⇨ + HP	Crouching LP links to crouching MP.
Cr.LP, cr.LP, st.LP ▷ LK ▷ LK ▷ ⇦⇖⇩⇘⇨ + K K, cl.HP ▷ ⇨⇩⇘ + HP ▷ P	Corner required. Combo off Course Picante, which can be linked into from crouching LP.
J.MK, cl.MP, cr.LP, st.LP ▷ LK ▷ LK	Trial 13
⇦⇖⇩⇘⇨ + LK ▷ ⇩ + LK, ⇨⇩⇘ + LP ▷ LP	Trial 15, Spinner Ball must whiff to connect with combo.
J.HK ▷ HK, cl.HP ▷ ⇨⇩⇘ + LK ▷ LP, cr.LP, st.MK ▷ HP	Trial 16, easier to perform outside of the corner.
⇨⇩⇘ + LK ▷ LK ▷ LP MP, cr.LK, cr. HP ▷ ⇩⇘⇨ + LP	Trial 17, corner required.
⇨⇩⇘ + LP ▷ LP, cl.LK, cr.MP ▷ ⇦⇖⇩⇘⇨ + K K ▷ K	Trial 18, easier in the corner. Cracker can hit the opponent and you will still be able to complete the combo.
⇨⇩⇘ + LK ▷ LP MP, ⇦⇖⇩⇘⇨ + K K, cr.HP ▷ ⇨⇩⇘ + LP ▷ LK	Trial 19
St.LP ▷ ⇦ + MP ▷ ⇦⇖⇩⇘⇨ + K K, cr.LP, cr.LP, cr.LP ▷ cr. HP ▷ ⇩⇘⇨ + P P P	Trial 20

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Heihachi

Unstoppable King of Iron Fist

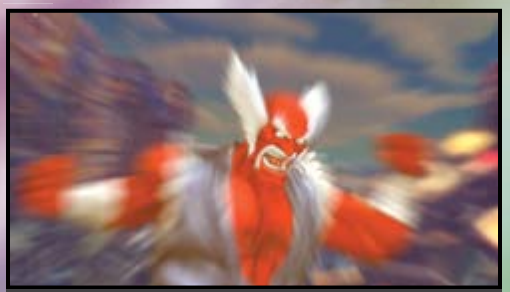
The man known as the King of Iron Fist, a formidable figure whose incredible strength betrays his age. He is usually a callous and heartless individual, but from time to time he shows a softer side. He is currently fighting his son Kazuya and his grandson Jin for control of the Mishima Zaibatsu. After discovering that both Jin and Kazuya have begun to search for Pandora, Heihachi begins his own journey to exterminate the two in order to reclaim the Mishima Zaibatsu.

Win Comment 1: You're full of fight! When I take back the Mishima Zaibatsu, I might have use for you!
Win Comment 2: Hahaha, that was good use of my time! Now get out of here, kid, before I get serious!
Win Comment 3: I am Heihachi Mishima!


Color 1


Color 2


Overwhelming Intimidation

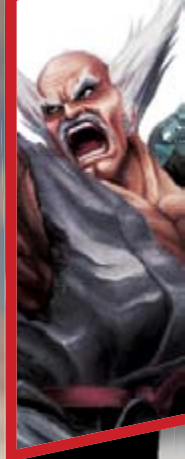

Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



I AM HEIHACHI MISHIMA!



DATA ARSENAL

Vitality	1000
Forward Dash Duration	17 frames
Backdash Duration	8 frames invulnerability, 11 frames airborne, 7 frames grounded (26 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

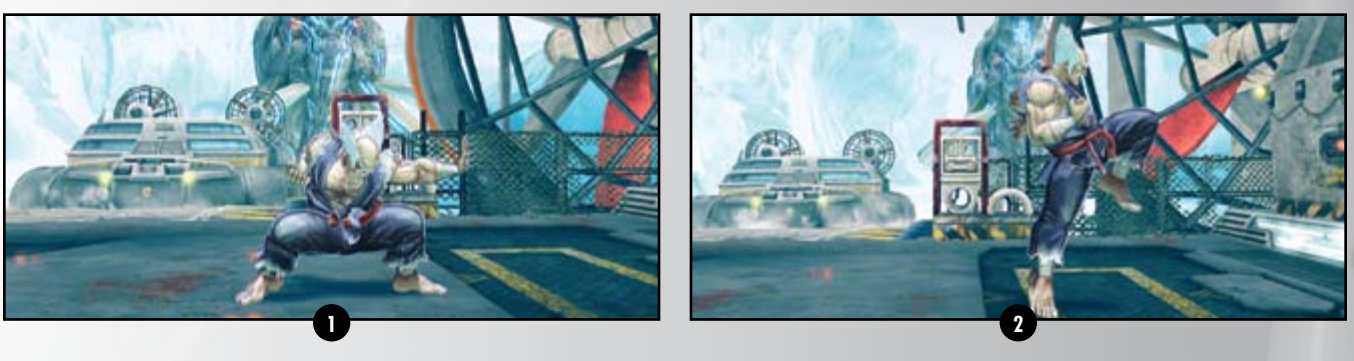
Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	4	4	7	+6	+2	SM, EX, SA, CA	—
2	Standing MP	High	60	5	5	13	+3	-1	SM, EX, SA, CA	—
3	Standing HP	High	90	10	4	22	-1	-6	—	—
4	Standing LK	High	30	6	3	14	0	-4	SM, EX, SA, CA	—
5	Standing MK	High	30 x 2	6	4	15	+4	-1	SM, EX, SA, CA	—
6	Standing HK	High	90	13	3	16	+6	+1	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing HP	High	90	12	6	25	-6	-11	SM, EX, SA, CA	—
2	Close standing HK	High	90	7	3	21	0	-5	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

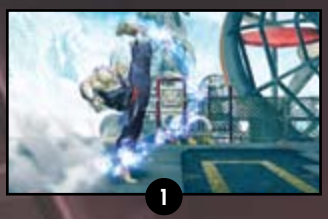
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	3	6	+8	+4	SM, EX, SA, CA	—
2	Crouching MP	High	60	6	4	10	+7	+3	SM, EX, SA, CA	—
3	Crouching HP	High	90	8	6	26	+6	-12	—	Forces standing on hit
4	Crouching LK	Low	30	6	2	10	+5	+1	SM, EX, SA, CA	—
5	Crouching MK	Low	60	6	4	15	+2	-2	SM, EX, SA, CA	—
6	Crouching HK	Low	90	7	2	24	Hard knockdown	-6	—	—



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP + HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



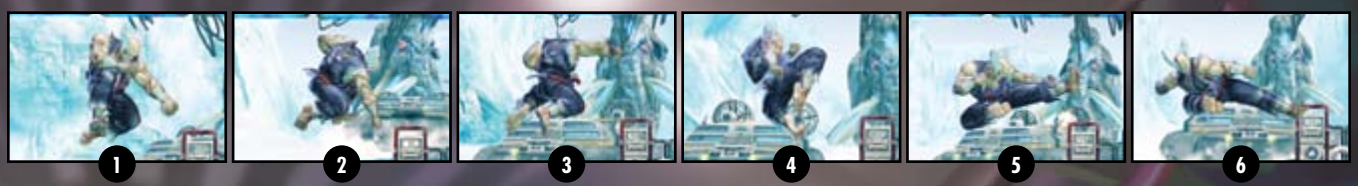
Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP + HK (while blocking)	High	100	12	3	27	Hard knockdown	-8
Notes								
Similar to LP Demon Breath, full body invulnerability frames 1-14								



Jumping Normal Modes

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	6	6	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Jumping MP	Mid	70	6	5	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Jumping HP	Mid	100	10	6	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Jumping LK	Mid	40	6	4	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Jumping MK	Mid	70	7	6	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Jumping HK	Mid	100	9	8	Until grounded, then 4 frames recovery	+20	+8	—	—

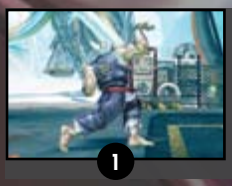


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

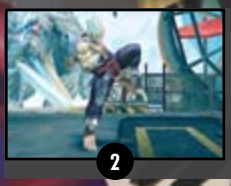
From the Library of Chris Miller

Unique Attacks

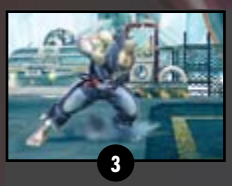
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Tatarigoroshi	⇦ + MP	High	70	8	4	22	+1	-2	SM, EX, SA, CA	Knocks down airborne foes
2	Lightning Crush	⇨ + LK	High	50	14	3	16	+7	+3	—	Knocks down airborne foes, forces standing on hit
3	Chrome Dome	⇨ + LP MP (hold to charge)	High	50	12/72	2	18/25	+2/Ground bounce	-2/-9	—	Chargeable, ground bounce if released between frames 32-71, head armor frames 1-71, slip (+21) on Counter Hit, knocks down airborne foes
4	Hammer Punch	⇦ + LP	Mid	70	18	3	16	+6	-1	SP, EX, SA, CA	Crushes standing normal moves, slip (+22) on Counter Hit, knocks down airborne foes
5	Eisho Mon	⇨ + MP	Low	60	15	6	16	+7	+2	—	—
6	Jichinsai	⇦ + LK	High	50	23	5	24	Ground bounce	+1	—	—



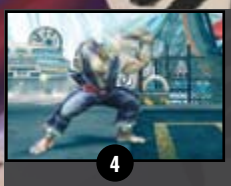
Tatarigoroshi: Heihachi attacks with a rising palm attack. Tatarigoroshi is one of Heihachi's most reliable anti-air attacks and can be canceled into Rising Uppercut if it connects on an airborne opponent (see **combo II**). It is -2 on block, making it a safe poke to use at close range. It is also Special Move cancelable and can be followed with LP Demon Breath or LP Raijin Stance for safe pressure.



Lightning Crush: Lightning Crush is an advancing knee attack that can be linked into a normal attack or Double Palm Strike for a combo. You can use it during mid range poking games to get in close and hit-confirm into a combo, and it grants +3 frames of advantage on block. It can also be used after a Counter Hit Hammer Punch as a way to get into close range to continue the combo.



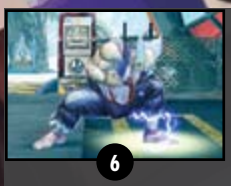
Chrome Dome: Heihachi performs a powerful headbutt. Chrome Dome can be charged up by holding down LP MP, resulting in a ground bounce on hit. It causes a slip state on Counter Hit as well, which can be followed by ➡ ⬘ LK (Lightning Crush) into a combo. Heihachi's head is equipped with armor during this attack, so you can use it to stop jumping attacks by absorbing the hit before delivering the headbutt. An uncharged Chrome Dome is safe on block.



Hammer Punch: Heihachi attacks with a descending fist that must be blocked high. Hammer Punch will crush all standing attacks during its startup, including Special Moves, Super Arts, and Cross Arts. If it connects as a Counter Hit, it causes a slip state that can be followed with Lightning Crush into a combo. It is also safe on block. It can be used at close range after conditioning opponents to blocking low or as a counter-poke to mid range pokes.



Eisho Mon: Eisho Mon is a far-reaching low attack that is safe on both hit and block. It works as a mid range poke and brings Heihachi closer to striking range, as long as it is not interrupted on startup. It can also be followed into st.LP, cr.LP, cr.MP, cr.MK, or ➡ ⬘ LP if Heihachi is close enough. You can mix it up with Heihachi's other mid range pokes to hit-confirm into **combo I**.



Jichinsai: Heihachi moves backward before advancing forward with a powerful stomp attack. Jichinsai causes a ground bounce on hit, which can lead into a juggle (see **combo V**). It is safe on block and can be used as a mid range poke. If Heihachi is positioned correctly, you can bait out an opponent's mid range poke, avoid it with the backward movement of Jichinsai, and punish your opponent's attack with a combo after the ground bounce.

Flash Punch Combo—LP ▸ LP ▸ MP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	LP	High	30	4	4	7	+6	+2	SM, EX, SA, CA	Looks like st.LP
—	—	LP ▸ LP	High	30	7	3	13	-1	-3	—	—
1	Flash Punch Combo	LP ▸ LP ▸ MP	Mid	100	9	3	27	Hard knockdown	-17	—	—



Flash Punch Combo: Heihachi performs a three-punch attack ending a hard knockdown. The first two punches can be used as a hit-confirm into the third but should be stopped if blocked because the ending to Flash Punch Combo is unsafe if blocked.

Left Right Combo Strings— LP ▸ ⬅ + MP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	LP	High	30	4	4	7	+6	+2	SM, EX, SA, CA	Looks like st.LP
1,2	Left Right Combo	LP ▸ ⇦ + MP	High	50	8	4	16	+1	-2	SM, EX, SA, CA	—
3	Demon Slayer	LP ▸ ⇦ + MP ▸ MP	High	60	8	4	19	+12	-5	—	—

Left Right Combo: Heihachi performs a quick one-two combination of punches. The second hit can be canceled into a Special Move or followed with Demon Slayer. It can also be used for safe pressure, since it is -2 on block.





Demon Slayer: Demon Slayer grants +12 frames of advantage on hit, but this attack knocks the opponent too far away to follow it with much else besides cr.HK. It is -5 on block, so it can be punished by quick attacks.

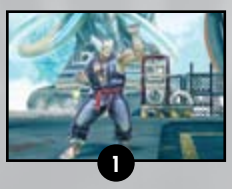


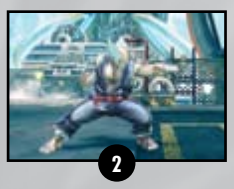
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Double Palm Strike Strings —→ + LP ▸ LP

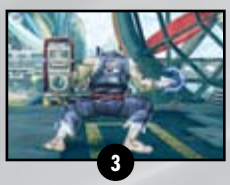
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	→ + LP	High	50	6	5	22	-1	-4	—	Input LP / MP / HP between frames 1-17 for follow-up attack)
2	Double Palm Strike	→ + LP ▸ LP	High	50	8	3	23	0	-3	SM, EX, SA, CA	—
3	Muso Tettsui	→ + LP ▸ MP	Mid	100	15	3	19	Ground bounce	-4	—	—
4	Muso Kageki	→ + LP ▸ HP	Low	60	13	6	19	+1	-1	—	—

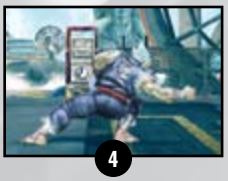




Double Palm Strike: Heihachi performs two palm strikes, the second of which can be canceled into a Special Move. Double Palm Strike starts up in 6 frames so it can be linked after cr.LP . This attack is -3 on block, making it difficult for an opponent to punish it without using Cross Gauge. You can use cr.LP linked into Double Palm Strike as a hit-confirmation for **combo I**. If blocked, you can cancel into LP Demon Breath, LP Raijin Stance, or Rising Uppercut for safe pressure.

Muso Tettsui: Muso Tettsui is an overhead attack that causes a ground bounce on hit. Even though Muso Tettsui will connect as a combo if → + LP connects, it also serves as a mix-up on block when used in tandem with Double Palm Strike and Muso Kageki, which hit high and low respectively. You can catch your opponent off guard if they have been conditioned to guard a Double Palm Strike blockstring or Muso Kageki by instead doing Muso Tettsui. It is -4 on block, making it punishable by 3 frame reversals.





Muso Kageki: Muso Kageki is a low attack that can be performed after → + LP in place of Double Palm Strike or Muso Tettsui, both of which must be blocked high. You can use this low attack as a mix-up to the aforementioned attacks, which is safe on both hit and block. This attack must not be abused, however, since opponents anticipating it can use a reversal to interrupt after blocking → + LP .

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Rising Uppercut	→↓↘ + LP	High	60	16	2	23	Floats	-3	—	Upper body projectile invulnerability frames 1-15, crushes standing attacks frames 1-8
	MP Rising Uppercut	→↓↘ + MP	High	60	22	2	23	Floats	-3	—	Upper body projectile invulnerability frames 1-21, crushes standing attacks frames 1-14
	HP Rising Uppercut	→↓↘ + HP	High	60	25	2	23	Floats	-3	—	Upper body projectile invulnerability frames 1-24, crushes standing attacks frames 1-17
	EX Rising Uppercut	→↓↘ + P P	High	100	14	2	24	Floats	-4	—	Upper body invulnerability frames 1-13, lower body crushes standing attacks frames 1-7
2	Dragon Uppercut	→↓↘ + K	High	80	19	11	34	Knockdown	-23	—	Upper body projectile invulnerability frames 1-14
	EX Dragon Uppercut	→↓↘ + K K	High	120	20	11	34	Knockdown	-23	—	Upper body invulnerability frames 1-15
3	Dragon Uppercut Follow-up	(if Dragon Uppercut hits or is blocked) P	High	60	5	3	Until grounded, 4 frames landing	Knockdown	—	—	Input P between frames 19-32 of Dragon Uppercut to execute attack
4	LK Heaven's Wrath	←↖↓↙→ + LK	Counter	50 / 50, 80	—	—	61	—	—	—	Counters ground strikes frames 1-40
	MK Heaven's Wrath	←↖↓↙→ + MK	Counter	50 / 50, 80	—	—	65	—	—	—	Counters ground strikes frames 1-44
	HK Heaven's Wrath	←↖↓↙→ + HK	Counter	50 / 50, 80	—	—	72	—	—	—	Counters ground strikes frames 1-50
	EX Heaven's Wrath	←↖↓↙→ + K K	Counter	50, 50	—	—	73	—	—	—	Counters ground strikes frames 1-51
5	LK Hell Axle	↓↖← + LK	High	80	12	9	29	Knockdown	-16	—	Projectile invulnerability frames 4-21, airborne frames 4-29
	MK Hell Axle	↓↖← + MK	High	100	12	10	24	Knockdown	-12	—	Projectile invulnerability frames 4-22, airborne frames 4-29
	HK Hell Axle	↓↖← + HK	High	80, 40	14	6(12)6	34	Knockdown	-18	—	Projectile invulnerability frames 6-38, airborne frames 6-38
	EX Hell Axle	↓↖← + K K	High	50 x 2	14	6(12)6	26	Knockdown	-10	—	Projectile invulnerability frames 6-38, airborne frames 6-38
6	LP Demon Breath	↓↙→ + LP	High	80	10	3	17	+13	+2	—	Reflects projectiles frames 10-12
	MP Demon Breath	↓↙→ + MP	High	100	16	3	30	Knockdown	-11	—	Reflects projectiles frames 16-18
	HP Demon Breath	↓↙→ + HP	High	60 x 2	14	3	39	Floats	-20	—	Projectile hit frames 14-16, 1 point of durability
	EX Demon Breath	↓↙→ + P P	High	120	17	3	29	Wall bounce	-9	—	Reflects projectiles frames 17-19
7	LP Raijin Stance	→↙↓↖← + LP	High	70	13	13	27	+1	-2	—	Can be Super charged: 51 frames to perform EX version, 100 frames for Super Art
	MP Raijin Stance	→↙↓↖← + MP	High	70	15	13	28	0	-3	—	Can be Super charged: 51 frames to perform EX version, 100 frames for Super Art
	HP Raijin Stance	→↙↓↖← + HP	High	70	18	13	30	-2	-5	—	Can be Super charged: 51 frames to perform EX version, 100 frames for Super Art
	EX Raijin Stance	→↙↓↖← + P P	High	90, 80	12	13(12)13	52	Knockdown	-21	—	Can be Super charged: 51 frames to perform Super Art, full body invulnerability frames 1-12

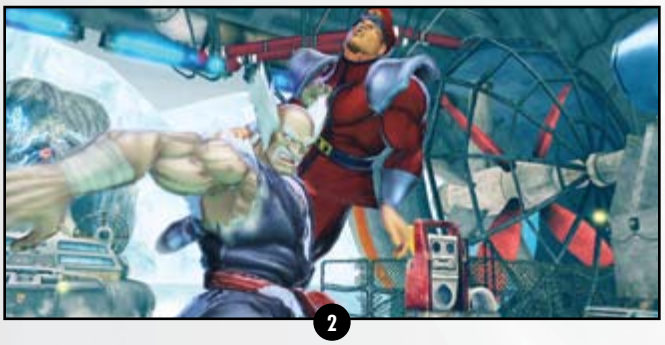
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

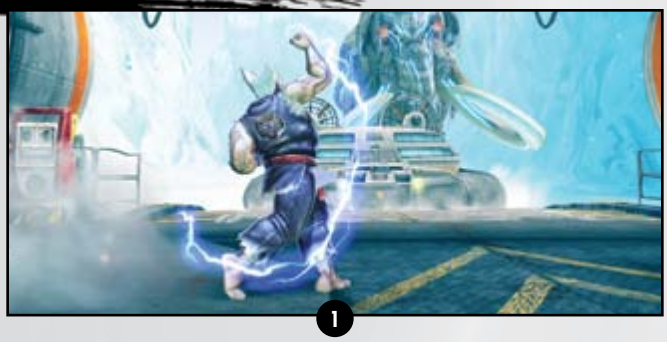
From the Library of Chris Miller

Normal Throws

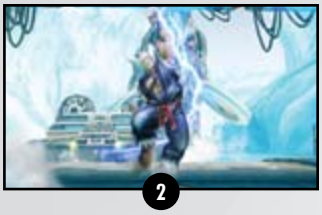
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Neck Breaker	⇨ or N + LP LK	Throw	120	7	2	20	Hard knockdown
2	Broken Toy	⇦ + LP LK	Throw	120	7	2	20	Hard knockdown


1


2


1

Rising Uppercut: Heihachi performs a crouch dash into an uppercut. The attack strength used determines the distance that Heihachi travels, with LP Rising Uppercut barely moving forward and HP Rising Uppercut traveling almost half a screen. Opponents are put into a float state if the uppercut is successful and can be juggled with attacks such as cl. HP or ⇨ + LP. It crushes standing attacks during the crouch dash, has upper body projectile invulnerability, and is only -3 on block, making it a great attack for offensive pressure at mid to close range. It is also central to Heihachi's juggle combos, as demonstrated in **combo I**. EX Rising Uppercut is upper body invulnerable on startup and crushes standing attacks, making it usable as a reversal. All versions of Rising Uppercut are great as a hand-off attack to a partner as well.


2


3

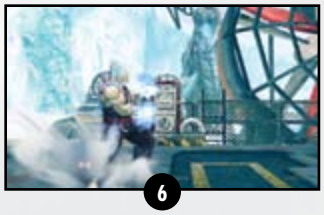
Dragon Uppercut: Heihachi performs a crouch dash into a leaping uppercut. Pressing P upon contact will perform an additional uppercut that juggles on hit. Like Rising Uppercut, Dragon Uppercut has upper body projectile invulnerability and can be used to punish projectiles at mid range. This attack also sees use as one of Heihachi's main combo enders, and the follow-up attack can be used for Switch Canceling. Dragon Uppercut is unsafe on block, so it is best used when a hit is guaranteed.


4

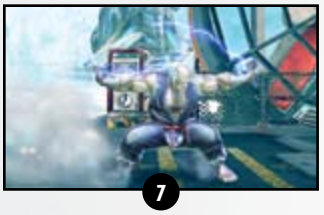
Heaven's Wrath: Heaven's Wrath is a counter that catches both high and low grounded attacks, including Special Moves. Countering a low attack causes 130 damage and a hard knockdown. Countering a high attack causes 50 damage and grants a ground bounce, which can be followed by a juggle (see **combo IV**). Heaven's Wrath will start countering on the first frame, so it can be used as a reversal during offensive pressure to interrupt poorly timed blockstrings. It also works as a defensive tool that can be used on reaction to slower, grounded attacks. Note that Heaven's Wrath has no effect against Super Arts, Cross Arts, throws, or projectiles.


5

Hell Axle: Heihachi performs a flying kick that goes through projectiles. The distance that Heihachi travels during the attack is determined by the attack strength used. LK Hell Axle travels a short distance in front of him, MK Hell Axle travels slightly farther, and Heihachi performs two kicks during HK Hell Axle, causing it to travel the farthest. Hell Axle can be used in combos and as a way to counter projectiles at mid range, although Rising Uppercut can function similarly at the same range but has more combo utility. All versions of Hell Axle are unsafe if blocked.


6

Demon Breath: Heihachi performs a close range strike that reflects or nullifies projectiles depending on the attack strength used. LP Demon Breath reflects projectiles while active, is safe on block, and causes a massive amount of hitstun, which can be linked to normal attacks if Heihachi is close enough. MP Demon Breath also reflects projectiles and causes a knockdown on hit. HP Demon Breath nullifies projectiles instead and can be followed with the second strike if the first connects. EX Demon Breath reflects projectiles and causes a wall bounce on hit, which can be followed by a juggle for extra damage. Demon Breath can be used in combos and as a defensive tool to deal with projectiles. All versions of Demon Breath besides LK Demon Breath are unsafe if blocked.


7

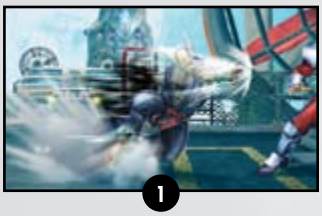
Raijin Stance: Heihachi dashes and then performs a powerful strike with both arms outstretched. The distance that Heihachi travels and the attack's startup both depend on the attack strength used. LP Raijin Stance starts up the fastest, is safe on block, but has the shortest range. MP starts up slightly slower, is -3 on block, and travels farther than LP Raijin Stance. HP Raijin Stance has the longest reach but is the slowest to start up and unsafe on block. LP or MP Raijin Stance can be canceled from cr. MK as a mid range poke or used as a naked poke to cover a significant distance in a short amount of time. EX Raijin Stance travels the farthest, starts up the fastest, and does the most damage, but is unsafe if blocked.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

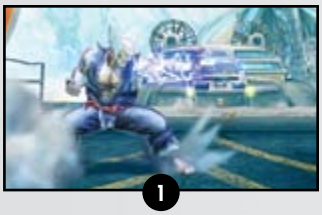
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Raijin's Wrath	⇨ ⇘ ⇩ ⇗ ⇦ + P P P	High	100, 50 x 4	14	7	52	Hard knockdown	-33
Notes									
62 frame cinematic freeze before attack begins, full body invulnerability frames 1-14									



Raijin's Wrath: Heihachi performs a dashing elbow attack that transitions into a series of attacks that end in a hard knockdown. The most notable aspect of this move is the speed in which Raijin's Wrath crosses the screen, making it usable as a full screen punish against projectiles or slow-recovering attacks. Raijin's Wrath even works as a juggle and can be used to end **combo I** to maximize damage. Even though it is -33 on block, it can be difficult for the opposing player to punish it normally due to the distance at which Heihachi appears after it is blocked.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇩ ⇘ ⇨ + MP MK	High	20, 40 x 2	8	2	60	—	-40
Notes								
63 frame cinematic freeze before attack begins, full body invulnerability frames 1-9								



Heihachi performs a palm thrust that transitions into a cinematic series of attacks if this Cross Art connects. Juggles ending in Dragon Uppercut can also be ended with this Cross Art for heavy, unrecoverable damage. It can also be used as a reversal, but this is a risky gamble that should be used only as a last resort.

OVERVIEW



Jichinsai causes Heihachi to move backward before moving forward with the stomp. Use it to avoid counter-pokes!



Standing attacks have no effect on Hammer Punch during its standing crush window. This remains true for Special Moves, Super Arts, and Cross Arts as well.

Heihachi's strength lies in his defense and strong mid range tools. At this range, cr.MK is usable as a mid range poke and can be canceled into MP Raijin Stance for pressure. Cr.HP is also a functional poke at mid range, and is useful for catching outstretched limbs if Heihachi stands right outside his opponent's poking range. Jichinsai can be used at the same range as cr.HP and leads to a combo if it hits. This attack also moves Heihachi backward for a moment before the stomp, so it can be used as a way to dodge and counter mid range pokes. MP Rising Uppercut can be used to counter mid range projectiles if anticipated and also is difficult to punish on block. You can also perform a naked MP Raijin Stance at mid range to surprise your opponent, but this is -4 on block and can be punished with certain attacks (such as instant Cross Arts). St.HP also works as a mid range poke or counter-poke. Heihachi's outstretched hurtbox during this attack ends at the start of his wrist bandage, making his palm invulnerable during this attack. Yet another great mid range attack for Heihachi is his ⇨ + LK (Lightning Crush), which is used both as a hit-confirm and a way to get in close. If it connects, follow with Double Palm Strike or cr.LP into a combo. It is also safe if blocked. Your only worry is having it interrupted, since it requires 14 frames to start.

It is also at this range that Heihachi can stop jump-ins with ⇦ + MP or cr.HP as anti-air. Tatarigoroshi aims upward and knocks down foes without needing a Counter Hit, allowing it to be canceled into LP or MP Rising Uppercut if successful. Cr.HP can be used similarly to Tatarigoroshi, but it reaches a little farther for jump-ins that are performed at a slightly farther distance. Heihachi has the means to stop all jump-in attacks so long as he is not in recovery, which complements his strong ground game. Stop your opponent's advances on the ground with cr.MK, st.HP, and cr.HP, which forces them to jump. Then counter their jump-in with ⇦ + MP ▷ ⇨ ⇩ ⇘ + LP into the rest of **combo II**. The armor on Heihachi's head during Chrome Dome can also be used to stop jump-ins. When it hits, follow the knockdown immediately by jumping forward diagonally with a cross-up to catch opponents on their quick recovery.

At close range, you can use cr.LP, ⇨ + LP ▷ LP (Double Palm Strike) as an effective hit-confirm. This sequence can be used to start **combo I** and can be modified by adding cr.LK to the beginning to check low guard. If blocked, Double Palm Strike can be canceled into LP Demon Breath or LP Raijin Stance as safe pressure or into MP Rising Uppercut to push opponents towards the corner, which is difficult to punish on block. Double Palm Strike by itself is -3 on block and is also difficult to punish. You can opt to mix-up after ⇨ + LP by instead performing Muso Tettsui or Muso Kageki, forcing opponents to be mindful of their high and low guard. Muso Tettsui causes a ground bounce on hit (see **combo V**) but is punishable on block. Muso Kageki hits low and is safe on block. After opponents are conditioned to blocking low due to cr.LK, you can start mixing them up with Hammer Punch, Jichinsai, and Muso Tettsui to check high guard. You can use Lightning Crush or Eisho Mon to get back into range after a blockstring as well, both of which can be verified into **combo I** on hit.

On an opponent's wakeup, Heihachi has three different cross-ups to use: J.MP, J.MK, or J.HK. J.MP is the least obvious of the three and is best used for ambiguous cross-ups. J.MK is an all-purpose cross-up and can hit extremely deep, hitting the back of your opponent's legs if timed correctly. J.HK has the longest active window and has a hitbox that stretches literally from toe to toe, covering a wide area of attack. Since it's active for 8 frames, it can be timed early to out-prioritize your opponent's anti-air attempt and to throw off their timing, especially if they are expecting J.MP or a deep J.MK. An opponent's wakeup is also ideal to begin pressuring with a link of cr.LK, cr.LP to check low guard or a meaty cr.MP, both of which link into ⇨ + LP. Opponents expecting pressure on wakeup from cr.LK can be mixed up by performing Hammer Punch or Jichinsai on wakeup instead. If you suspect your opponent will wakeup with a grounded reversal, you can use Heaven's Wrath to counter, although this is a risky tactic that should be used sparingly.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LP, ⇨ + LP ▷ LP ▷ ⇨⇩⇘ + MP, cl.HP ▷ ⇨⇩⇘ + MP, cl.HP ▷ ⇨⇩⇘ + K ▷ P

318 damage

This is a hit-confirmable combo that starts with a link of cr.LP, ⇨ + LP ▷ LP (Double Palm Strike), which must be performed quickly. The second hit of Double Palm Strike is then canceled into ⇨⇩⇘ + MP. The range that Heihachi dashes before the uppercut puts him in range for cl.HP afterward, which must be performed as soon as possible to catch. Cancel cl.HP into another ⇨⇩⇘ + MP, then catch again with cl.HP ▷ ⇨⇩⇘ + K ▷ P.

This combo can be modified in several ways. If you catch a wide opening, you can maximize damage by starting the combo with ⇨ + LP ▷ LP ▷ ⇩⇘⇨ + LP, ⇨ + LP ▷ LP ▷ ⇨⇩⇘ + MP, then continuing with the usual juggle (345 damage). In addition, different sequences can be used to hit-confirm into Double Palm Strike. Cr.LK, cr.LP, ⇨ + LP can be used to check your opponent's low guard. Cr.LP, cr.MP, ⇨ + LP can be used as an easy to confirm link. Cr.MP, ⇨ + LP can be used as a meaty confirmation on an opponent's wakeup. You can also start this combo with ⇨ + LK (Lightning Crush) or ⇨ + MP (Eisho Mon), both of which can be linked into Double Palm Strike. On block, hit-confirmations can be followed with Double Palm Strike canceled into ⇩⇘ ⇨ + LP (LP Demon Breath). Blockstrings can also be ended with LP and MP Raijin Stance or Rising Uppercut, both of which are difficult to punish on block.

Note that any combo ending with cl.HP ▷ ⇨⇩⇘ + K can also be ended with cl.HP ▷ ⇨⇘⇩⇙⇦ + P P P to maximize damage. This combo does 411 damage (2 blocks required) if ended as such.

II. ⇦ + MP ▷ ⇨⇩⇘ + MP, st.HP ▷ ⇨⇩⇘ + MP, cr.HK

298 damage, requires airborne foe

⇦ + MP (Tatarigoroshi) is one of Heihachi's most reliable anti-air attacks and also causes a knockdown without needing a Counter Hit. Because of this, all anti-air attempts should be buffered into Rising Uppercut for a juggle opportunity. Note that the range in which you can use ⇦ + MP most effectively is best complemented by MP Rising Uppercut. Canceling into MP Rising Uppercut if ⇦ + MP connects near the top of Heihachi's head will cause it to whiff, in which case LP Rising Uppercut works better. As a result, it's important to train yourself to react quickly to the position in which ⇦ + MP connects against an airborne foe so that you can perform the correct version of Rising Uppercut. If ⇦ + MP is timed early against an airborne foe, you can also catch with cr.MK ▷ ⇨⇩⇘ + K ▷ P (236 damage).

III. ⇦ + LP, ⇨ + LK, ⇨ + LP ▷ LP ▷ ⇨⇩⇘ + MP, cl.HP ▷ ⇨⇩⇘ + MP, cl.HP ▷ ⇨⇩⇘ + K ▷ P

366 damage, requires Counter Hit

⇦ + LP as a Counter Hit causes significant hitstun to the opposing character and allows you to link into ⇨ + LK, which puts you in close range. Connecting a Counter Hit ⇦ + LP into ⇨ + LK and ⇨ + LK into ⇨ + LP are both relatively easy and both offer ample time to link. ⇨ + LP ▷ LP is then canceled into ⇨⇩⇘ + MP, which leads into the same juggle enders as **combo I**.

IV. ⇦⇙⇩⇘⇨ + K, cr.MK ▷ ⇨⇩⇘ + K ▷ P

216 damage, requires standing foe

Countering high attacks with ⇦⇙⇩⇘⇨ + K results in a ground bounce that you can capitalize on with this combo. You can also use ⇨⇩⇘ + LP, cl.HP ▷ ⇨⇩⇘ + MP, cr.HK to score a sweep knockdown.

V. (After Tag or Switch Cancel) Cl.HP ▷ ⇨⇩⇘ + MP, cl.HP ▷ ⇨⇩⇘ + K ▷ P

Damage varies due to scaling

You can use this juggle after a partner's Launcher or Switch Cancel. Catching with cl.HP isn't difficult in most Switch Cancel situations, but it can be replaced with cr.MK as an alternative. If you're looking to score a sweep knockdown, you can instead do ⇨⇩⇘ + LP, cl.HP ▷ ⇨⇩⇘ + MP, cr.HK, though the initial ⇨⇩⇘ + LP must be performed as early as possible to connect. Both combos can be used after connecting with ⇦ + LK (Jichinsai), ⇨ + LP ▷ MP (Muso Tettsui), or a charged ⇨ + LP MP (Chrome Dome) as well.

HAHAHA, THAT WAS GOOD USE OF MY TIME! NOW GET OUT OF HERE, KID, BEFORE I GET SERIOUS!

Combo Appendix

Sequence	Notes
⇦ + LP, ⇨ + LK, ⇨ + LP ▷ LP ▷ ⇩⇘⇨ + LP, st.LK ▷ st.MP ▷ ⇩⇘⇨ + P P, cr.MK ▷ ⇨⇩⇘ + MP, cl.HP ▷ ⇨⇩⇘ + K ▷ P	Requires Counter Hit
⇦ + LP, ⇨ + LK, st.LP ▷ ⇩⇘⇨ + LP, cr.MK ▷ ⇨⇩⇘ + P P, cl.HP ▷ ⇨⇩⇘ + MP, cl.HP ▷ ⇨⇩⇘ + K ▷ P	Requires 1 block
⇨ + LP MP (charge), ⇨⇩⇘ + K	Trial 11
J.HP, cr.MK ▷ ⇩⇘⇨ + P	Trial 12
St.LP ▷ ⇦ + MP ▷ ⇩⇙⇦ + K	Trial 13
Cr.MP, cr.MP ▷ ⇨⇘⇩⇙⇦ + P	Trial 14
Cr.LP, cr.LP, cr.MK ▷ ⇨⇘⇩⇙⇦ + P P P	Trial 15
⇦ + LK, cr.LP, ⇨ + LP ▷ MP, ⇨⇩⇘ + P	Trial 16
⇦ + MP ▷ ⇩⇘⇨ + P P, ⇦ + LK, ⇨⇩⇘ + LP, cr.MK ▷ ⇩⇙⇦ + K K	Trial 17
⇨ + LK, cr.LP, st.LP, cr.LK ▷ ⇩⇙⇦ + K K	Trial 18
⇨⇩⇘ + P P, cl.HP ▷ ⇨⇩⇘ + P P, cr.MK ▷ ⇨⇩⇘ + K ▷ P	Trial 19
J.HK, cr.MP, ⇨ + LP ▷ LP ▷ ⇩⇘⇨ + LP, st.LK ▷ st.MK ▷ st.HP ▷ ⇨⇘⇩⇙⇦ + P P P	Trial 20

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Hwoarang

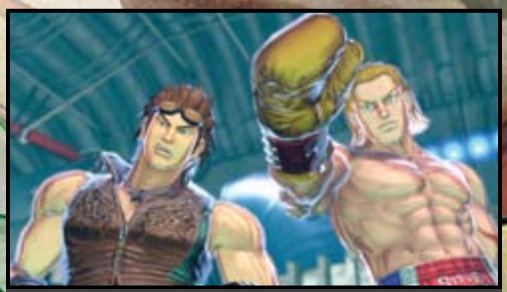
Free-Wheeling Kicks

A young man who usually fights with a cool composure, but in reality is a hot-blooded man looking for a good fight. In the past, he was prone to hustling people into street fights, but under the guidance of Baek, he is now fully devoted to his training. Hwoarang enters a mixed martial arts tournament per Baek's request, but the tournament ground is reduced to rubble as a war erupts over Pandora. The fired-up Hwoarang forms a temporary alliance with Steve to exact revenge on their attackers.

Win Comment 1: Hmph, not bad at all. Wanna give it another go? I promise it'll be short.
Win Comment 2: You'd make for a good sparring partner, if you didn't completely blow.
Win Comment 3: That's it? That's all you've got?


Color 1


Color 2


Young & Talented


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



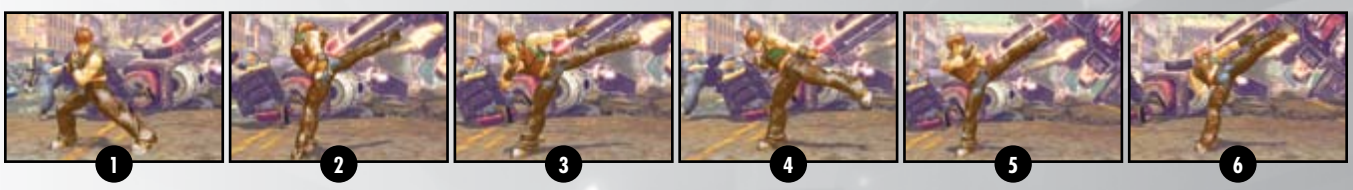


DATA ARSENAL

Vitality	1000
Forward Dash Duration	17 frames
Backdash Duration	8 frames invulnerability, 16 frames airborne, 7 frames grounded (31 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	Low	30	8	3	6	+8	+4	SM, EX, SA, CA	—
2	Standing MP	High	60	7	2	20	-1	-5	—	—
3	Standing HP	High	90	10	4	25	-3	-9	—	Forces standing on hit
4	Standing LK	High	30	5	2	11	+4	0	—	—
5	Standing MK	High	60	8	2	20	-1	-5	—	—
6	Standing HK	High	90	7	4	25	-4	-9	SM, EX, SA, CA	—



Standing Normal Moves (Flamingo Stance K K K)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	3	2	11	+4	0	SM, EX, SA, CA	—
2	Standing MP	High	60, 60	6	2(10)2	20	-1	-5	—	—
3	Standing HP	High	90	8	3	27	-4	-10	SM, EX, SA, CA	Forces standing on hit
4	Standing LK	Low	30	4	3	9	+5	+1	—	—
5	Standing MK	High	60	7	2	20	-1	-5	—	—
6	Standing HK	High	90	13	2	27	-4	-9	SM, EX, SA, CA	Airborne frames 8-19





©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.
From the Library of Chris Miller

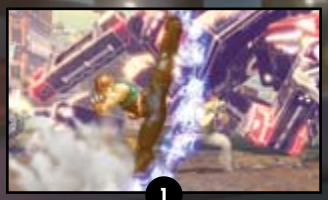
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	Low	30	5	3	9	+5	+1	SM, EX, SA, CA	—
2	Crouching MP	Low	60	6	4	13	+4	0	SM, EX, SA, CA	—
3	Crouching HP	High	90	10	4	25	-3	-9	—	Forces standing on hit
4	Crouching LK	Low	30	4	3	10	+4	0	SM, EX, SA, CA	—
5	Crouching MK	High	60	5	5	17	-1	-5	SM, EX, SM, CA	—
6	Crouching HK	Low	90	7	2	27	Sweep knockdown	-9	SM, EX, SA, CA	—



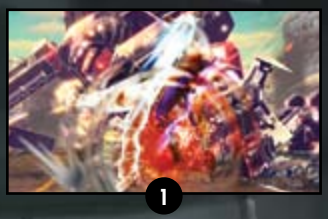
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



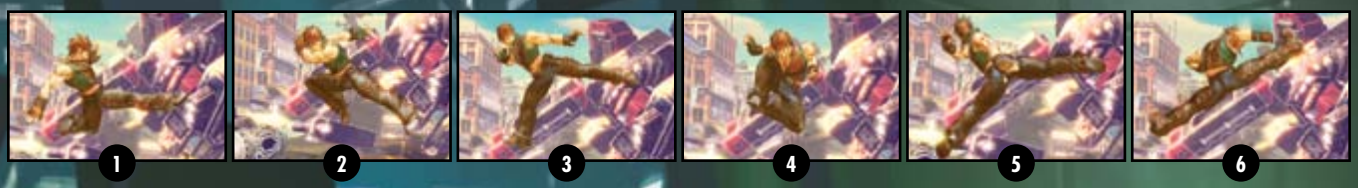
Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120 ()	5	13	35	Hard knockdown	-26
Notes								
Similar to HK Skyrocket, full body invulnerability frames 1-6								



Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	5	7	Until grounded, 4 frames landing	+12	+4	—	—
2	Jumping MP	Mid	70	7	4	Until grounded, 4 frames landing	+16	+5	—	—
3	Jumping HP	Mid	100	10	4	Until grounded, 4 frames landing	+20	+8	—	—
4	Jumping LK	Mid	40	5	9	Until grounded, 4 frames landing	+12	+4	—	—
5	Jumping MK	Mid	70	6	8	Until grounded, 4 frames landing	+16	+5	—	—
6	Jumping HK	Mid	100	10	4	Until grounded, 4 frames landing	+20	+8	—	—

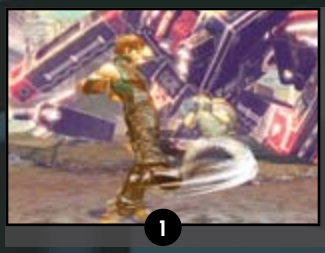


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

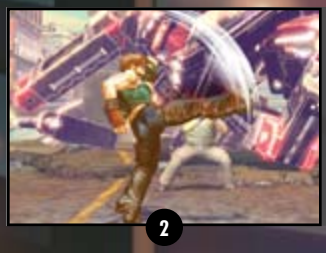
From the Library of Chris Miller

Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Spinning Trap Kick	↙ + LK	Low	60	19	3	14	+6	0	SM, EX, SA, CA	Knockdown on airborne foes
2	Tsunami Kick	→ + MK	Mid	60	19	2	22	+4	+2	—	Knockdown on airborne foes, hold → to enter Flamingo Stance
3	Iron Heel	→ + HK	Mid	70	25	2	19	Ground bounce	-4	—	Hard knockdown on airborne foes
4	Fade-Away Kick	← + MK	Mid	70	13	4	22	-7	-9	SM, EX, SA, CA	Crushes crouching attacks frames 1-12, knockdown on airborne foes
5	Motion Switch	K K K	—	—	—	—	1	—	—	—	Enters Flamingo Stance, can move & attack after frame 1



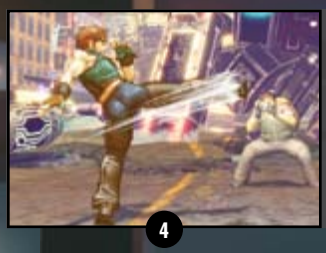
Spinning Trap Kick: This standing low attack causes Hwoarang to spin around and kick his opponent's shins. Spinning Trap Kick is cancelable, but it's very slow, making it difficult to use. If you try to use crouching LK while blocking, you'll often perform this attack, limiting the use of Hwoarang's crouching LK. You can link after Spinning Trap Kick if it hits, but it's slow and you'll often get hit out of the attack before it comes out.



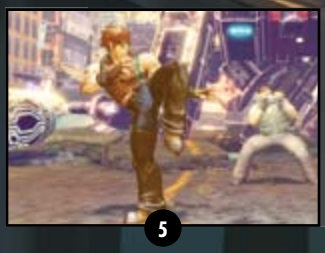
Tsunami Kick: During this attack, Hwoarang steps forward and then drops his leg onto his opponent. Tsunami Kick is a mid-hitting attack that has advantage on hit and block, making it completely safe as long as it connects with the opponent. If you hold → after this attack hits, Hwoarang will enter into Flamingo stance, giving you a chance to poke away at the opposing character.



Iron Heel: Hwoarang steps forward and spins his leg around during this devastating mid attack. Iron Heel ground bounces an opponent no matter how it hits, giving you a chance to land a huge combo! If your opponent blocks Iron Heel, Hwoarang is left at -4 frame advantage, which is a weakness but still safe enough to prevent an opponent from heavily punishing him. Iron Heel's biggest disadvantage is its slow 25 frames of startup. Your opponent has time to react and potentially interrupt it before it even hits. When using this attack, make sure your opponent isn't prepared to mash buttons to stop it before it comes out.



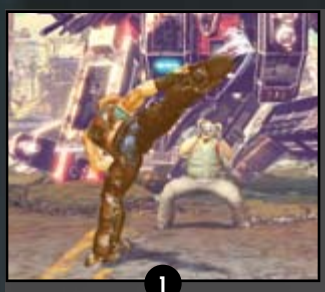
Fade-Away Kick: This attack makes Hwoarang to hop backwards while kicking at his opponent. Fade-Away Kick has a long startup and is unsafe on hit and on block, but it crushes any crouching attacks your opponent tries to throw at you for 12 frames! This attack doesn't have much range, so it's most useful as a low crush at close range.



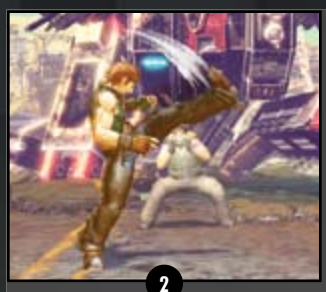
Motion Switch: This unique move causes Hwoarang to enter into Flamingo Stance, where he gains access to a new set of normal moves. When in Flamingo, Hwoarang's walking speed decreases dramatically, making it difficult to approach an opponent. Most Flamingo attacks also leave Hwoarang at disadvantage, making these attacks very difficult to use. Flamingo Stance is best used to confuse your opponent with a complete set of different moves, making it difficult for them to predict what attack is coming next.

Reverse Kick—MP ▸ MP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Standing MP	High	60	7	2	29	-1	-5	—	Identical to standing MP
1	Reverse Kick	MP ▷ MP	High	70	6	4	20	-1	-7	SM, EX, SA, CA	Knockdown on airborne foes, forces standing on hit
2	Chainsaw Kick	MP ▷ LP	Mid	50	16	3	23	Ground bounce	-8	—	Hard knockdown on airborne foes



Reverse Kick: This attack causes Hwoarang to perform standing MK then swing his leg to kick his opponent again. Although this string isn't safe on block, it's cancelable into Special Moves, giving Hwoarang a verifiable way to land big damage. Reverse Kick is unique because you can perform it during a Boost Combo—perform crouching LP or LK, then Boost Combo into standing MP, then Reverse Kick for a verifiable combo! If it hits, cancel into Hunting Hawk or EX Hunting Hawk for big damage. If blocked, make this attack safe by canceling into Dynamite Heel.



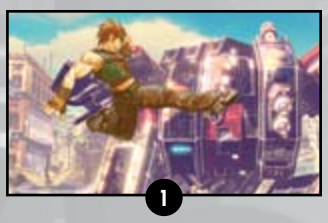
Chainsaw Kick: Hwoarang adds onto standing MP by dropping his leg on his opponent, breaking their crouching guard, and bouncing them off the ground! As with Reverse Kick, you can Boost Combo into Chainsaw Kick to give Hwoarang a damaging Boost Combo you can verify. Chainsaw Kick is unsafe on block, but you can easily verify into it if you start the combo from a crouching LP or LK. Hwoarang doesn't have any safe low options off Chainsaw Kick, so it's difficult to use it as a mix-up. It's best to only use Chainsaw Kick when you are sure it will hit.

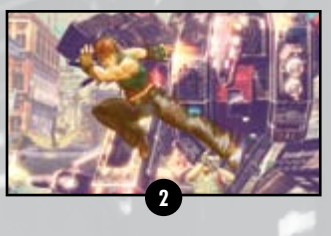
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Flashing Trident—(in air) LP ▸ MP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	Jumping LP	Mid	40	5	7	Until grounded, 4 frames landing	+12	+4	—	—
2	Flashing Trident	(in air) LP ▷ MP	Mid	40	5	4	Until grounded, 4 frames landing	+14	+12	—	Knockdown on airborne foes





Flashing Trident: This attack causes Hwoarang to perform his jumping MP immediately after connecting with jumping LP. Both of these attacks hit mid, allowing you to mix-up your opponent with a jumping attack—make them guess whether or not you're going to perform a second mid attack or land and throw out a low attack! Jumping LP is difficult to use as a jump-in due to its high angle of attack, so it might be hard to find a time to throw out this attack.

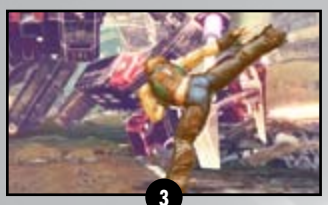
Middle Kick Combo Strings—MK ▸ MK ▸ MK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Standing MK	High	60	8	2	20	-1	-5	—	Identical to standing MK
1	—	MK ▷ MK	High	60	11	2	21	-2	-7	—	Hold ⇨ after attack to enter Flamingo Stance
2	Middle Kick Combo	MK ▷ MK ▷ MK	High	50	10	4	20	-3	-7	BC, LA	Knockdown on airborne foes, forces standing on hit, hold ⇨ after attack to enter Flamingo Stance
3	High Kick Combo	MK ▷ MK ▷ HK	High	60	8	4	24	-3	-6	SM, EX, SA, CA	Knockdown on airborne foes
4	Low Kick Combo	MK ▷ MK ▷ ⇩ + LK	High	30	7	5	14	-2	-4	—	Knockdown on airborne foes
5	Low & High Kick Combo	MK ▷ MK ▷ ⇩ + LK ▷ HK	High	60	8	4	24	-3	-6	SM, EX, SA, CA	Knockdown on airborne foes



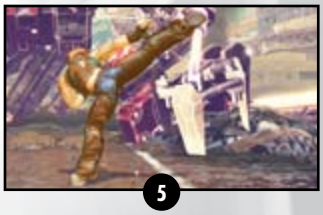


Middle Kick Combo: Hwoarang adds onto standing MK with two quick kicks to the opposing character's midsection. The final hit of this string isn't cancelable into Special Moves or Super Arts, which means you may prefer to use High Kick Combo. The final hit cancels into a Boost Combo with standing HK, so if you want extra damage before a Cross Rush, consider using this attack.



High Kick Combo: Hwoarang replaces the final hit of Middle Kick Combo with a spinning roundhouse kick during this attack. Unlike Middle Kick Combo, the final hit of this string is cancelable into Special Moves, giving Hwoarang a strong verifiable chain that leads into big damage! This attack can be performed after a Boost Combo like Chainsaw Kick and Reverse Kick. So, use this attack instead of those strings if you want additional time to verify into a Special Move.





Low Kick Combo, Low & High Kick Combo: During these strings, Hwoarang replaces the final hit of Middle Kick Combo with a quick kick toward his opponent's shins then finishes it with a spinning roundhouse kick. By itself, Low Kick Combo should generally be avoided—it hits high, not low, and is unsafe even on hit. Low & High Kick is much the same as High Kick Combo but with an extra attack in the middle. This string causes more damage scaling than High Kick Combo alone, so you should save this attack for juggle combos or if you need an extra hit to verify into a combo.

Low & High Smash Kick Combo—LK ▸ MK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Standing LK	High	30	5	2	11	+4	0	—	Identical to standing LK, input MK after frames 6-19 for follow-up attack
1	Low & High Smash Kick Combo	LK ▷ MK	High	70	6	4	20	-1	-6	SM, EX, SA, CA	Forces standing on hit, knockdown on airborne foes, hold ⇨ after attack begins to enter Flamingo Stance



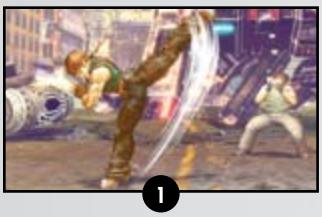
Low & High Smash Kick Combo: Hwoarang follows standing LK with a spinning roundhouse kick during this string. The second hit of this string is cancelable, allowing you to do a big combo off a standing LK. This string isn't safe on block, so don't use it if you think it won't hit.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Quick Kick Combo—(during Flamingo Stance) MP ▸ MP

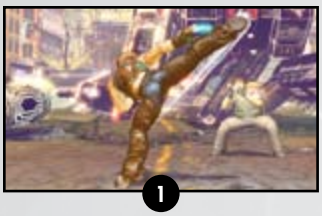
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	(during Flamingo Stance) MP	High	60, 60	6	2(10)2	20	-1	-5	—	Identical to Flamingo Stance MP
1	Quick Kick Combo	(during Flamingo Stance) MP ▷ MP	High	50	8	3	24	Floats	-5	—	—



Quick Kick Combo: This attack causes Hwoarang to kick his opponent into the air after a Flamingo standing MP, allowing him to juggle his opponent! This attack is only -5 on block and pushes the opponent fairly far back, making it safe in several situations.

Flamingo Kick Combo—(during Flamingo stance) LK ▸ MK

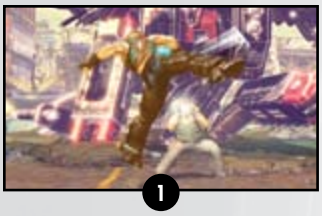
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	(during Flamingo Stance) LK	Low	30	4	3	9	+5	+1	—	Identical to Flamingo Stance LK
1	Flamingo Kick Combo	(during Flamingo stance) LK ▷ MK	High	60	8	4	21	-2	-3	SM, EX, SA, CA	Backturn on hit, returns to normal stance, hold ⇨ after attack to enter Flamingo Stance, knockdown on airborne foes



Flamingo Kick Combo: This string causes Hwoarang to kick at his opponent's legs before smashing them with a spinning roundhouse kick. The second attack in this string is cancelable, giving Hwoarang a verifiable combo while in Flamingo Stance. Flamingo Kick Combo is only -3 on block, making it safe against many characters.

Fire Storm—(during Flamingo stance) MK ▸ LK

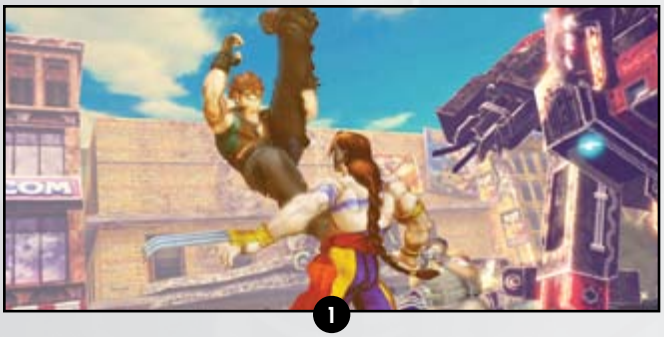
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	(during Flamingo Stance) MK	High	60	7	2	20	-1	-5	—	Identical to Flamingo Stance MK
1	Fire Storm	(during Flamingo Stance) MK ▷ LK	High	70	9	3	19	+2	0	SM, EX, SA, CA	Knockdown on airborne foes



Fire Storm: Hwoarang slaps his opponent with his foot before leaping at them with a giant roundhouse kick. Unlike many of Hwoarang's strings, Fire Storm is totally safe when blocked, giving him a good poke that you can use without committing to an unsafe attack.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Falcon Dice Kick	⇨ or N + LP LK	Throw	120	7	2	20	Hard knockdown
2	Bring it On	⇦ + LP LK	Throw	120	7	2	20	Hard knockdown



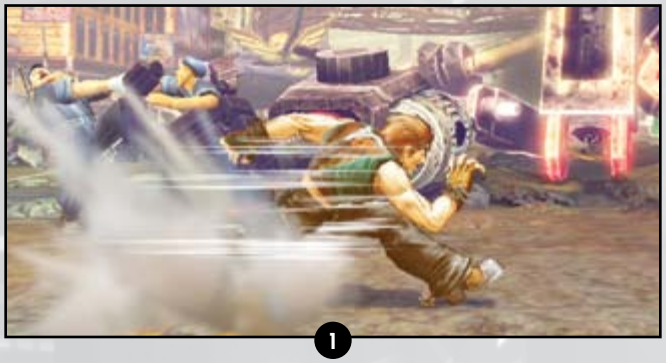


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Special Step	⇨⇩⇘ + P	—	—	—	—	28	—	—	SM, EX (not Special Step)	Projectile invulnerability frames 1-16
	EX Special Step	⇨⇩⇘ + P P	—	—	—	—	29	—	—	SM, EX (not Special Step)	Upper body invulnerability frames 1-17
2	LK Sky Rocket	⇨⇩⇘ + LK	High	120	5	6	33	Knockdown	-17	—	Full body invulnerability frames 1-5, airborne frames 5-33
	MK Sky Rocket	⇨⇩⇘ + MK	High	130 (90)	5	9	32	Knockdown	-19	—	Full body invulnerability frames 1-5, airborne frames 5-34
	HK Sky Rocket	⇨⇩⇘ + HK	High	150 (100)	5	11	31	Knockdown	-20	—	Airborne frames 5-34
	EX Sky Rocket	⇨⇩⇘ + K K	High	180 (120)	6	13	35	Knockdown	-26	—	Full body invulnerability frames 1-7, airborne frames 5-34
3	LK Hunting Hawk	⇩⇙⇦ + LK	High	120	12	6	24	Knockdown	-4	—	Lower body projectile invulnerability frames 1-6, airborne frames 7-29
	MK Hunting Hawk	⇩⇙⇦ + MK	High	80, 60	14	5(12)3	29	Knockdown	-6	—	Lower body projectile invulnerability frames 9-41, airborne frames 9-45
	HK Hunting Hawk	⇩⇙⇦ + HK	High, mid	50 x 3	17	5(12)3 (22)4	23	Ground bounce	-7	—	Lower body projectile invulnerability frames 12-68, airborne frames 12-68
	EX Hunting Hawk	⇩⇙⇦ + K K	High	50, 20 x 3, 50	15	5(13)3 (6)3(6)3 (19)10	26	Wall bounce	-45	—	Lower body projectile invulnerability frames 10-98, airborne frames 10-104
4	LK Air Raid	⇦⇙⇩⇘⇨ + LK	Mid	50, 20, 30	30	11	15	+2	+6	—	Airborne frames 6-40, knockdown on airborne foes
	MK Air Raid	⇦⇙⇩⇘⇨ + MK	Mid	50, 30, 30	41	12	15	0	+6	—	Airborne frames 10-52, knockdown on airborne foes
	HK Air Raid	⇦⇙⇩⇘⇨ + HK	Mid	50, 30, 40	48	12	15	0	+6	—	Airborne frames 11-59, knockdown on airborne foes
	EX Air Raid	⇦⇙⇩⇘⇨ + K K	Mid	50, 30, 50	54	12	15	Knockdown	0	—	Targets foe's position, airborne frames 11-73
	Air Raid Special	(in air) ⇦⇙⇩⇘⇨ + K	Mid	100	22	Until grounded	15	+6	+2	—	Knockdown on airborne foes
	EX Air Raid Special	(in air) ⇦⇙⇩⇘⇨ + K K	Mid	120	18	Until grounded	11	+10	+6	—	Full body invulnerability frames 1-12, knockdown on airborne foes
5	LP Dynamite Heel	⇨⇘⇩⇙⇦ + LP	High	100	14	3	28	+1	+1	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, forces standing on hit, knockdown on airborne foes
	MP Dynamite Heel	⇨⇘⇩⇙⇦ + MP	High	100	16	3	28	+1	+1	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, forces standing on hit, knockdown on airborne foes
	HP Dynamite Heel	⇨⇘⇩⇙⇦ + HP	High	100	19	3	28	+1	+1	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, forces standing on hit, knockdown on airborne foes
	EX Dynamite Heel	⇨⇘⇩⇙⇦ + P P	Mid	100, 50	29	3(26)3	40	Ground bounce	-11	—	Can be Super charged: 51 frames to perform Super Art, projectile invulnerability frames 6-28, airborne frames 18-57



Special Step: Hwoarang ducks and dashes forward during this Special Move. Each version of Special Step is upper body projectile invulnerable during about half of its duration, giving Hwoarang the ability to dash through long range projectiles and get closer to an opponent. While there are no unique attacks available only in Special Step, you can cancel it with any other Special Move, including the invulnerable Sky Rocket and the safe Dynamite Heel. If you press any K button shortly after performing Special Step, you'll automatically perform a Sky Rocket, giving you extra distance on your anti-air attack and the ability to combo into a full damage HK Sky Rocket from a farther distance than usual! EX Special Step is upper body invulnerable, giving Hwoarang the ability to pass through many high attacks.

YOU'D MAKE FOR A GOOD SPARRING PARTNER,

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



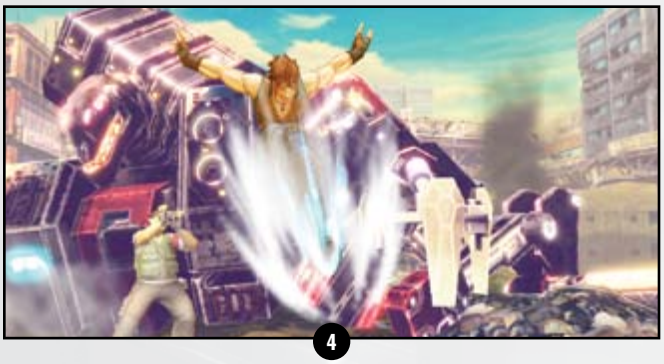
2

Sky Rocket: Hwoarang thrusts his leg upward and jumps into the air during this attack. The LK and MK versions are invulnerable through their first active frame, giving Hwoarang a strong anti-air capable of defeating any jump attack! If MK Sky Rocket hits late, you'll get less damage and the deep hit only deals 10 more damage than the LK version, so it's probably best to use the LK version in most situations to guarantee maximum damage. The HK version isn't invulnerable, but it does inflict the most damage, making it the version of choice for combos. It also deals less damage if it hits late, so you should hit your opponent as deep as possible to get maximum damage in combos. EX Sky Rocket is invulnerable the longest and inflicts the most damage making it an excellent, punishing anti-air as long as you're willing to spend the meter. It also deals less damage unless you hit deep, so hit as deep as possible to obtain the most damage and power for your meter.



3

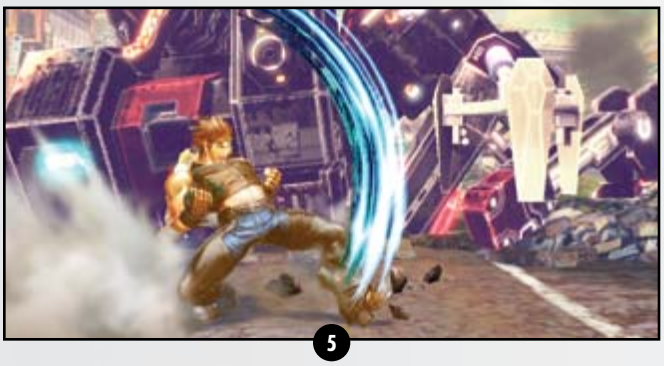
Hunting Hawk: Hwoarang leaps into the air and performs a series of kicks, culminating in a ground-bouncing, mid-hitting finisher. Hunting Hawk is best used in combos because it deals the same damage as a deep-hitting HK Skyrocket and ground bounces your opponent at the end, giving you a hard knockdown that you can Switch Cancel and tack on additional damage from your partner! Hunting Hawk is lower body projectile invulnerable allowing Hwoarang to sail over a projectile and kick his opponent in the head, but only after he's leapt into the air, making it somewhat difficult. Hunting Hawk is an excellent tool to use during Switch combos, since it pins your opponent in blockstun while your partner is coming in. The last hit of Hunting Hawk is a mid, allowing you to perform semi-unblockable attacks on your opponent by attacking them low shortly before or after the last hit connects! EX Hunting Hawk kicks your opponent into the air before bouncing them off the wall, giving you the chance to hit with more damage in a combo. EX Hunting Hawk is unsafe on block, so ensure your attack will connect before throwing it out.



4

Air Raid: This attack causes Hwoarang to leap into the air and drop down on his opponent with a series of stomping kicks. Air Raid is best used to close the distance on an opponent from long range, since the MP and HP versions can cross almost the entire screen very quickly. Depending on how Air Raid connects with your opponent, Hwoarang will be as much as +6 frame advantage on block. If you think your opponent will block Air Raid, hit them in the foot instead of on the head. The higher you hit your opponent, the less advantage you'll have and, even though it's rarely enough to punish you, it's more beneficial to be at advantage. By inputting ⇦ or ⇨ you can move Hwoarang while he's in the air, giving you the ability to adjust when you'll hit the opponent. If you think your opponent is going to use a counter or reversal attack to hit you out of the air, land just outside their range and punish them when Hwoarang lands! EX Air Raid automatically targets your opponent's position and hits on top of the opposing character's head, making it difficult to anti-air. It can't be adjusted in mid-air, and it's very difficult to use its knockdown property for more damage. So you should primarily use this attack on opponents who have strong long range attacks.

Air Raid Special: Hwoarang stops his jumping trajectory and performs a dive kick toward the ground. Unlike the normal version of Air Raid, Air Raid Special is a one-hit attack that can leave Hwoarang with enough advantage to combo after it hits! Air Raid Special can be performed very low to the ground, so you can use it to keep pressure on your opponent from a unique angle of attack. Air Raid Special does have a long startup, so your opponent may be able to counter it if they're expecting it. EX Air Raid Special is invulnerable during the first two-thirds of its startup, allowing you to dodge an anti-air attack before diving down at your opponent. EX Air Raid Special leaves you at more frame advantage than the normal version, making it easier to connect with a big combo!



5

Dynamite Heel: Hwoarang pulls his leg back and then drops it down onto his opponent. Dynamite Heel is safe on hit and block, giving you the chance to make any of Hwoarang's unsafe cancelable attacks safe. You can cancel Dynamite Heel into a dash after its fifth frame of startup, so instead of unleashing the attack, you can quickly dash towards your opponent and restart your offense! This attack isn't safe and can be punished if your opponent's anticipating it, so don't overuse it. EX Dynamite Heel makes Hwoarang leap into the air and kick downward at his opponent twice, bouncing his opponent off the ground. EX Dynamite Heel is a mid hit, but it's slow, making it difficult to keep your opponent off guard. It is projectile invulnerable after the fifth frame, giving you the chance to pound a projectile-throwing opponent with a big combo!





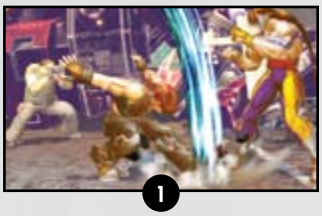
IF YOU DIDN'T COMPLETELY BLOW.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

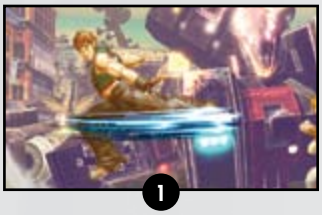
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Heel Explosion Combo	⇨⇘⇩⇙⇦ + P P P	High, mid	100, 60, 150	8	3(27)3	39	Hard knockdown	-10
Notes									
88 frame cinematic freeze before attack begins, full body invulnerability frames 1-7, airborne frames 1-35									



Heel Explosion Combo: Hwoarang performs EX Dynamite Heel then drops another massive heel on his opponent, inflicting significant damage. Unlike EX Dynamite Heel, the first attack of this Super Art is a high, and only the second hit of the Super Art is a mid. You can use this Super Art in juggle combos, so it's best to save it until it's guaranteed to hit your opponent instead of throwing it out randomly.

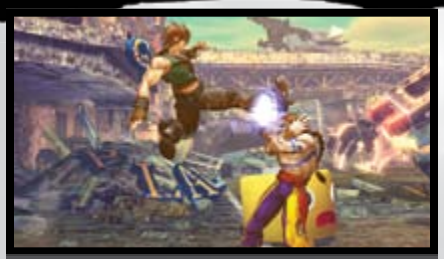
Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇩⇘⇨ + MP MK	High	20 x 5	9	4	51	—	-33
Notes								
62 frame cinematic freeze before attack begins, full body invulnerability frames 1-11, airborne frames 4-27								

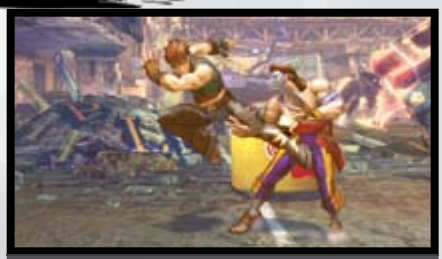


Hwoarang leaps into the air and kicks his opponent, and then unleashes a series of kicks before kicking his opponent to his partner. Hwoarang's Cross Art has very little range, making it difficult to use as a reversal except when close to the opposing character. It has high juggle potential, so you can use it to end many of Hwoarang's juggle combos.

OVERVIEW



Hwoarang's jumping LP can be canceled into Flashing Trident…



…letting you hit an opponent mid again before you hit the ground…



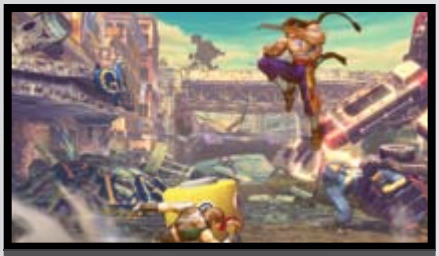
…or land and attack with a crouching LP or LK to hit your opponent low!

Hwoarang is a strong character at close range, where you can keep your opponent guessing with a flurry of his mid and low attacks. From long ranges, Hwoarang can do little to his opponent without taking a risk. If your opponent is trying to keep you out with projectiles, Hwoarang can easily slip past them using Special Step or fly over them and attack using Air Raid from long range and Hunting Hawk from mid range. If your opponent is keeping you out with long range attacks, things will be more difficult, since most of Hwoarang's attacks have little range. You should slowly advance on your opponent while poking with crouching MK and standing LP, neither of which have much range but can potentially Counter Hit your opponent, giving you time to get closer.

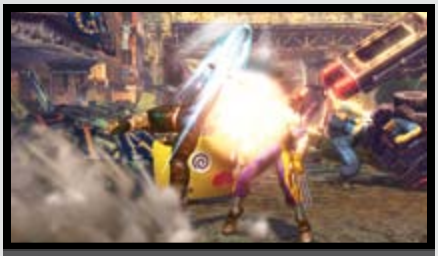
At close range, Hwoarang is difficult to stop. He has several attack strings to use from a Boost Combo that lead to a big combos, including the cancelable Reverse Kick and High Kick Combo strings. Both strings are cancelable, so you can make them safe by canceling into Dynamite Heel, which is +1 on hit and block. You can also Boost Combo into the Chainsaw Kick chain, which ends in an overhead that ground bounces the opponent on hit. Chainsaw Kick isn't safe if it's blocked, so don't overuse it. Your opponent can easily punish you if they see it coming. Hwoarang has two mid-hitting unique attacks that you can use outside of a combo: Tsunami Kick and Iron Heel. Tsunami Kick is +4 on hit and +2 on block, leaving you safe if it's blocked and giving you the chance to link into crouching LK if it hits! Iron Heel isn't safe on block, but it ground bounces the opponent on hit, opening them up for a juggle combo (see **combo III**).

Once you knock the opposing character down, you can attack with Hwoarang's cross-up jumping MP or attack with a high-low jump-in mix-up using Flashing Trident. Both hits of Flashing Trident are mid, so you can make your opponent guess how you're going to hit them during the jump-in. Jump at your opponent with jumping LP then cancel into MP to attack your opponent mid or land and attack with crouching LK to hit your opponent low! If you think they might be able to knock you out of the air with a reversal, you can attack with EX Air Raid Special to avoid the reversal attack. Ex Air Raid Special is invulnerable during most of its startup, allowing you to pass through your opponent's reversal and strike back. It also leaves you at enough advantage to land and combo your foe in case it hits.

Defensively, you can instantly counter an opponent's attacks with Hwoarang's LP and MP Sky Rocket, both of which are invulnerable until after they hit the enemy. If you overuse these attacks, your opponent will start to expect them. This is problematic if you keep using them, but this can also be used to your advantage. If you think your opponent is going to block your reversal, wake up with a throw to beat their blocking or wake up with Tsunami Kick to hit their crouch blocking!



Special Step moves forward quickly and is cancelable into any Special Move…



…allowing you to move into range for a full-damage Sky Rocket!

Sky Rocket is also a very strong anti-air that is invulnerable enough to knock any jump-in out of the air. If Sky Rocket hits early enough, you can juggle with another Sky Rocket for massive damage. If your opponent is jumping from just outside of Sky Rocket's range, you can use Special Step to get closer to your opponent then quickly cancel it into Sky Rocket to knock them out of the air. While the motion may seem difficult, there is an easy shortcut you can perform shortly after any Special Step: simply press LK or MK shortly after Special Step starts to quickly cancel into Sky Rocket! Against deep jump-ins and cross-ups, Sky Rocket might travel under your opponent, causing you to sail harmlessly behind them. From these angles, you can do little else but try to block your opponent's mix-up and counter after your opponent has landed. If you think your opponent might get over your Sky Rocket attempt, Special Step under them immediately after they leave the ground so you can travel under them during their jump. By performing it as late as possible, you can cause Sky Rocket to turn around and hit your opponent's cross-up. If you perform Sky Rocket too early, it won't turn around. So be careful and don't mash out the command.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LP ▷ st.MP ▷ LP, cr.MP, cr.MP ▷ ↓↙←+HK

265 damage

This basic combo shows Hwoarang's ability to enter into some of his unique attack strings during a Boost Combo. Although it doesn't work with all of his strings, you can use it with Reverse Kick, High Kick Combo, and Chainsaw Kick, all of which are cancelable or ground bounce the opponent, giving you the chance for huge damage! This combo uses Chainsaw Kick, which is a mid attack that ground bounces the opponent but it's unsafe if your opponent blocks it. Hwoarang doesn't have a safe low attack to use after a Boost Combo—his only low from a Boost Combo into MP is crouching HK. But it's more unsafe than Chainsaw Kick if blocked. For safety, you can replace Chainsaw Kick with Reverse Kick canceled into Dynamite Heel. After Chainsaw Kick hits, you can juggle with two crouching MP attacks if you take a few steps forward before juggling your opponent. For more damage, you can end this combo with Heel Explosion Combo (see **combo V**) or Cross Art at the expense of your Cross Gauge.

II. St.LP, st.MK ▷ MK ▷ HK ▷ ↓↙←+HK

270 damage

Hwoarang's standing LP leaves him at +8 frame advantage, which is enough to link into standing MP or MK and which can then be comboed into Reverse Kick or High Kick Combo for extra damage. Standing LP is slow, but it is the only low attack you can use to link into MP or MK. Standing LP to standing MK is a 1 frame link, making it more difficult than linking into standing MP. High Kick Combo deals slightly less damage than a combo using Chainsaw Kick, but it has more options on hit and block—it's safer than Chainsaw Kick when it's not canceled. You can cancel it into Dynamite Heel for safety, and you can finish the combo with EX Hunting Hawk for additional damage. It also gives you more time to verify because it hits your opponent several times before you have to cancel.

III. →+HK, cr.MP, cr.MP ▷ ↓↙←+HK

283 damage

Iron Heel is an overhead attack Hwoarang can use without entering into a unique string that ground bounces the opponent on normal hit, giving you the chance to continue into a big combo. Iron Heel is slow and unsafe if blocked.

IV. St.LP, st.HK ▷ ↓↙←+KK, st.HK ▷ →↓↘+LP ▷ →↓↘+HK

401 damage, 1 block

You can avoid using a chain combo at all and simply link into Hwoarang's cancelable standing HK from a standing LP. The link from standing LP to standing HK is 2 frames, making it fairly easy. EX Hunting Hawk wall bounces the opponent, giving you the chance to add on additional damage. It does take up most of your juggle potential, so you won't be able to get more damage out of it unless you hit your opponent on the ground. HK Sky Rocket only deals full damage if you hit your opponent deep, but you can use Special Step to get closer to your opponent before attacking them. If you press HK quickly after performing the inputs for Special Step, you can cancel without performing the motion for Sky Rocket. If your opponent is still too far to hit them deep with Sky Rocket, you can use MP or HP Special Step to get closer before finishing the juggle.

V. St.LP, st.MP ▷ LP, cr.MP, cr.MP ▷ →↘↓↙←+PPP

398 damage, 2 blocks

You can end many of Hwoarang's combos with Heel Explosion Combo for extra damage, although it is often less damage than you would get if you used EX Hunting Hawk instead. If you want to deal unrecoverable damage, consider using this instead—if your opponent tags after a combo using Hunting Hawk, they'll regain more than the difference in damage between these two combos.

VI. →↘↓↙←+PP, cr.MK, cr.MK ▷ ↓↙←+HK

363 damage, 1 block

If you manage to hit your opponent with EX Dynamite Heel, you can continue into a big combo. EX Dynamite Heel is Hwoarang's most unsafe overhead attack, so this attack can be risky.

HMPH, NOT BAD AT ALL. WANNA GIVE IT ANOTHER GO? I PROMISE IT'LL BE SHORT.

Combo Appendix

Sequence	Notes
Cr.LP, cr.LP ▷ cr.MP ▷ cr.HK	Trial 14
St.MP ▷ LP, cr.MK ▷ ↓↙←+HK	Trial 15
KKK, st.LP, st.LP, st.LK ▷ MK ▷ →↘↓↙←+PPP	Trial 16
J.LP ▷ MP, st.LP, st.MP ▷ LP, ← +MK ▷ ↓↙←+KK, →↓↘+K	Trial 17
KKK, st.MK ▷ LK, st.LK, st.LK ▷ st.MP ▷ st.HK ▷ →↘↓↙←+PPP	Trial 18, hold forward after Fire Storm to stay in Flamingo Stance.
KKK, st.MP ▷ MP, st.HK ▷ →↓↘+LP ▷ →↓↘+HK	Trial 19, hold forward after Quick Kick Combo to stay in Flamingo Stance. Input K immediately after performing Special Step to perform Sky Rocket without any directional inputs.
→+MK, cr.LK ▷ st.MP ▷ MP ▷ ↓↙←+KK, J.HK, →↓↘+HK	Trial 20

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Jin

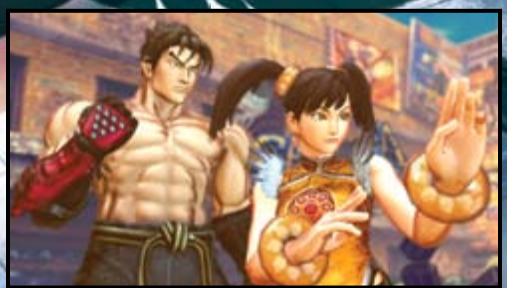
Pitch Black Wings

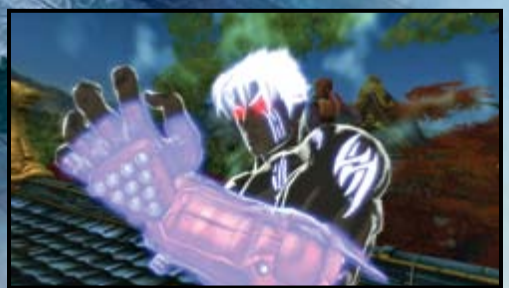
The current head of the Mishima Zaibatsu. To exterminate the tainted blood of Mishima, he aims to take the life of both his father Kazuya and his grandfather Heihachi. He was a serious and gentle person in the past, but due to the many encounters he has had, he has become a calculating individual. He is in agony due to the Devil Gene with him, and believing that the power of Pandora may help extinguish the Devil Gene, Jin travels to the South Pole.

Win comment 1: Guh…I took it too far. The power inside me…It's…!
Win comment 2: Power is everything. The weak are simply weeded out and exterminated.
Win comment 3: I never lose.


Color 1


Color 2


Destined Partners


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

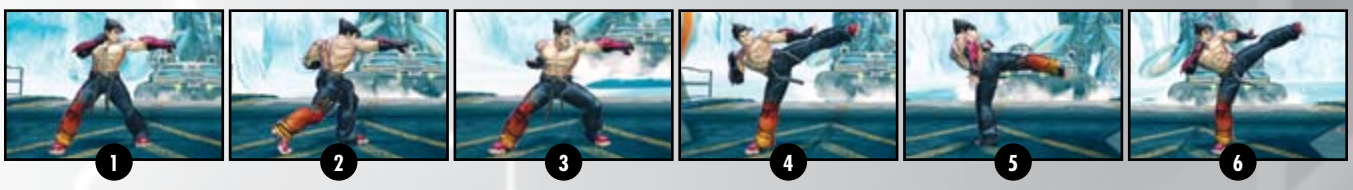


DATA ARSENAL

Vitality	1000
Forward Dash Duration	18 frames
Backdash Duration	8 frames invulnerable, 11 frames airborne, 6 frames grounded (25 frames total)
Pre-jump Frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	5	2	7	+8	+4	SM, EX, SA, CA	—
2	Standing MP	High	60	9	2	10	+9	+5	SM, EX, SA, CA	—
3	Standing HP	High	90	11	4	16	+5	0	—	—
4	Standing LK	High	30	6	4	8	+5	+1	—	—
5	Standing MK	High	60	7	4	15	+2	-2	SM, EX, SA, CA	—
6	Standing HK	High	90	17	3	20	+2	-3	SM, EX, SA, CA	—



Close Standing Normal Moves (CL.)

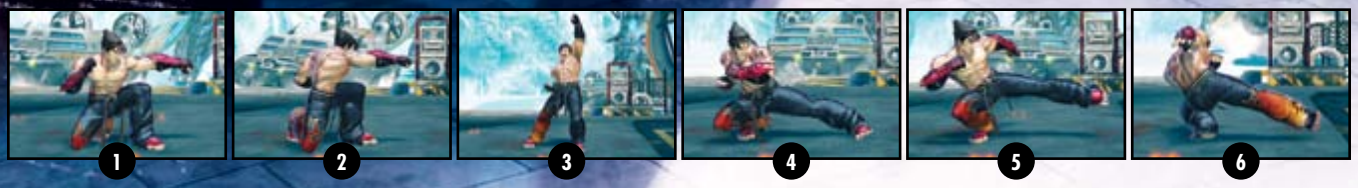
Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	4	3	8	+6	+2	SM, EX, SA, CA	—
2	Close standing MP	High	60	6	2	15	+4	0	SM, EX, SA, CA	—
3	Close standing HP	High	90	6	4	17	+4	-1	SM, EX, SA, CA	—
4	Close standing LK	High	30	7	2	9	+6	+2	—	—
5	Close standing MK	High	60	7	2	13	+6	+2	SM, EX, SA, CA	—
6	Close standing HK	High	90	17	2	18	+5	0	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.
From the Library of Chris Miller

Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	3	2	7	+8	+4	SM, EX, SA, CA	—
2	Crouching MP	High	60	5	3	9	+9	+5	SM, EX, SA, CA	—
3	Crouching HP	High	90	7	3	21	+2	-4	SM, EX, SA, CA	Forces standing on hit
4	Crouching LK	High	30	5	3	8	+6	+2	SM, EX, SA, CA	—
5	Crouching MK	High	60	6	2	14	+5	+1	SM, EX, SA, CA	—
6	Crouching HK	High	90	9	3	22	Hard knockdown	-5	—	—



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2(11)3	40	Switch	-21
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120	8	2	18	Hard knockdown	+2
Notes								
Similar to Thrusting Uppercut, full body invincibility frames 1-9								



Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	5	6	Until grounded, 4 frames landing	+12	+4	—	—
2	Jumping MP	Mid	70	7	6	Until grounded, 4 frames landing	+16	+5	—	—
3	Jumping HP	Mid	100	8	6	Until grounded, 4 frames landing	+20	+8	—	—
4	Jumping LK	Mid	40	6	5	Until grounded, 4 frames landing	+12	+4	—	—
5	Jumping MK	Mid	70	6	6	Until grounded, 4 frames landing	+16	+5	—	—
6	Jumping HK	Mid	100	8	6	Until grounded, 4 frames landing	+20	+8	—	—

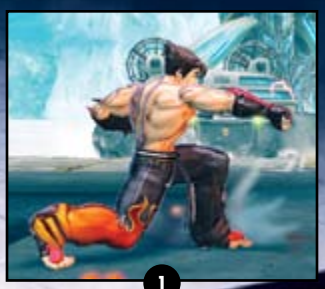


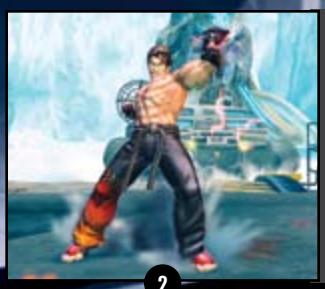
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Shun Masatsu

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	⇦ + MP	High	60	7	2	33	-18	-20	—	Knockdown on airborne foes
2	Shun Masatsu	⇦ + MP ▷ LP or HP	High, high	70	7	2	27	0	-5	SM, EX, SA, CA	Forces standing on hit, knockdown on airborne foes


1

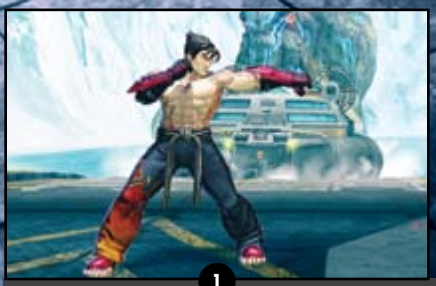

2

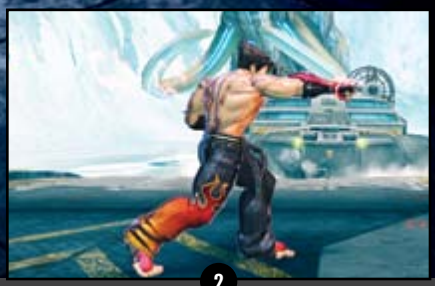
Shun Masatsu: Shun Masatsu is a staple to Jin's offense. It is a quick one-two punch and is easily linked to from crouching LP or MP. Most importantly, the second hit of Shun Masatsu is Special Move cancelable and transitions smoothly to any Special Step or Mental Awareness follow-ups on hit or block. Both hits of Shun Masatsu are punishable if blocked, so always perform both hits and always Special Move cancel into something safer such as (Mental Awareness) Swallow Fist or (Special Step) Thrusting Uppercut.

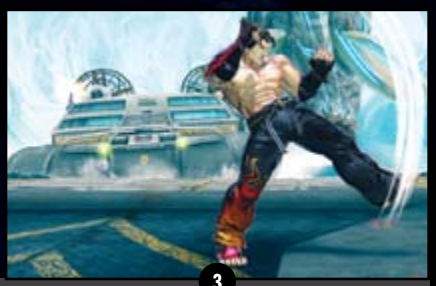
GUH...I TOOK IT TOO FAR. THE POWER INSIDE ME...IT'S...!

Left Right Combo (Inner Axe OR Spinning Hook Kick)

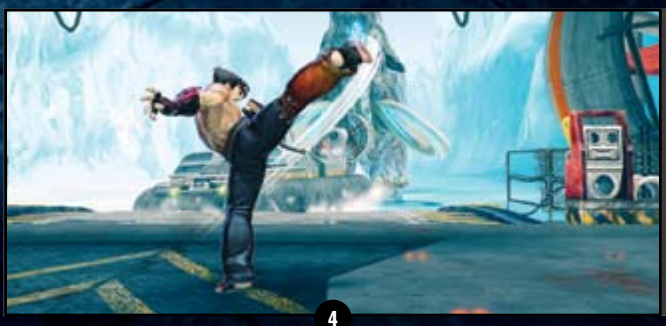
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	Standing LP	High	30	5	2	7	+8	+4	SM, EX, SA, CA	—
2	Left Right Combo	Standing LP ▷ MP	High	50	9	2	10	+5	+3	SM, EX, SA, CA	—
3	Inner Axe	Standing LP ▷ MP ▷ LK	Mid	60	21	2	18	-4	-9	—	Forces standing on hit, doesn't combo with rest of string
4	Spinning Hook Kick	Standing LP ▷ MP ▷ MK	High	60	8	2	18	+2	-2	—	—


1


2


3

Inner Axe: Inner Axe is a quick one-two punch followed by an overhead axe kick. The third attack will never combo, even on counter hit or juggle. Rather, this attack string is designed to open up overly defensive opponents who aren't expecting an overhead attack. Even if the overhead is blocked, you are left with -2 frames of disadvantage, making it virtually impossible to punish.


4

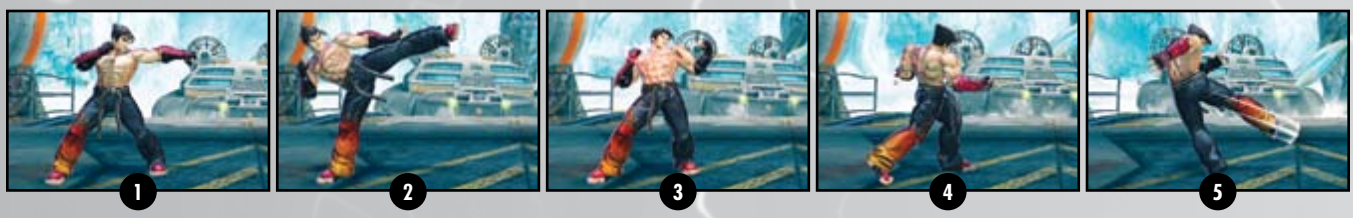
Spinning Hook Kick: Spinning Hook Kick is a quick three hit combo performed off a standing LP. This attack isn't particularly damaging, but it can be used as a quick punish or juggle when there isn't enough time to react with something better. The last hit of Spinning Hook Kick is -2 if blocked, making it safe to use for pressure.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Kazama Style 5 Hit Combo

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP	High	30	5	2	7	+8	+4	SM, EX, SA, CA	Sequence also possible with close standing LP
2	LP ▷ LK	High	50	5	2	9	+4	+2	—	Knockdown on airborne foes
3	LP ▷ LK ▷ MP	High	30	6	4	13	0	-2	—	Knockdown on airborne foes
4	LP ▷ LK ▷ MP ▷ LP	High	30	7	2	9	+6	+4	—	Knockdown on airborne foes
5	LP ▷ LK ▷ MP ▷ LP ▷ MK	Low	50	7	2	28	Hard knockdown	-10	—	—



Kazama Style 6 Hit Combo

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	⇨ + LK	Mid	50	23	2	25	-4	-9	—	Forces standing on hit, floats airborne foes
2	⇨ + LK ▷ LP	High	20	5	2	14	-1	-3	—	Knockdown on airborne foes
3	⇨ + LK ▷ LP ▷ LK	High	50	5	2	9	+4	+2	—	Knockdown on airborne foes
4	⇨ + LK ▷ LP ▷ LK ▷ MP	High	30	6	4	13	0	-2	—	Knockdown on airborne foes
5	⇨ + LK ▷ LP ▷ LK ▷ MP ▷ LP	High	30	7	2	9	+6	+4	—	Knockdown on airborne foes
6	⇨ + LK ▷ LP ▷ LK ▷ MP ▷ LP ▷ MK	Low	50	7	2	28	Hard knockdown	-10	—	—

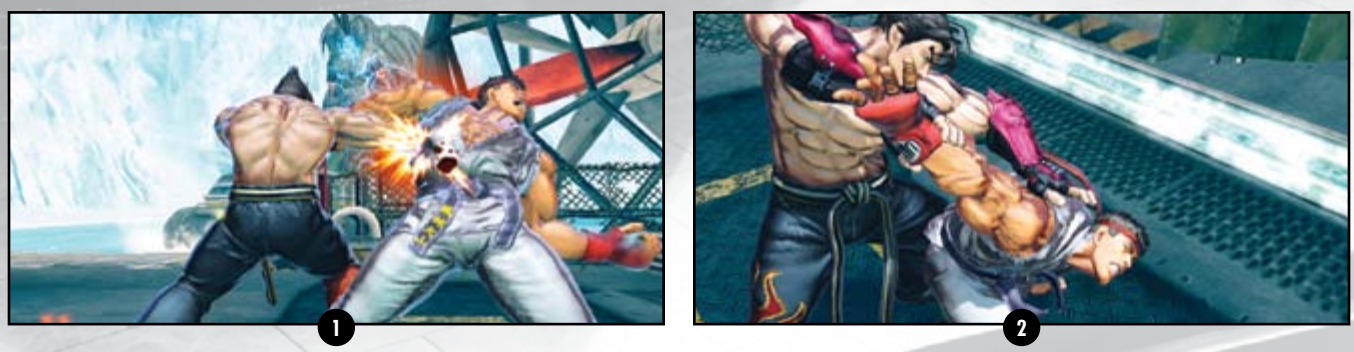


Kazama Style 6 Hit Combo: Kazama Style 6 Hit Combo is a quick combo that causes a hard knockdown. The initial attack, ⇨ ⇳ LK, is an overhead that can be difficult to block on reaction if performed unexpectedly. It also causes a force stand, ensuring the following high attack will connect as long as the initial axe kick connects. If guarded, the safest option is to end the combo prematurely at the second to last attack because it is +4 on block as opposed to the last hit's -7 frame disadvantage.

Note that Kazama Style 5 Hit Combo is similar to Kazama Style 6 Hit Combo. The main difference is that Kazama Style 5 Hit Combo omits the initial ⇨ ⇳ LK.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Tidal Wave	⇨ or N + LP LK	Throw	150	7	2	20	Hard knockdown
2	Over the Shoulder Reverse	⇦ + LP LK	Throw	150	7	2	20	Hard knockdown

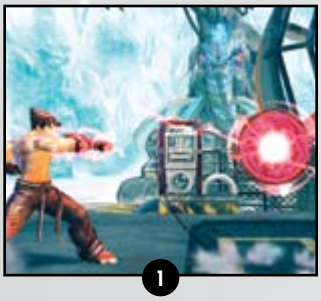


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Penetrating Fist	↓↘→ + P	High	60	24	—	33	Knockdown	-5	—	Can be Super Charged 51 frames for EX version, 100 frames for Super Art, projectile remains active for 49 frames, button strength determines position
2	EX Penetrating Fist	↓↘→ + P P	—	80, 80	9	—	41	+8	+4	—	Can be Super Charged 51 frames for Super Art, each projectile remains active for 69 frames, button combination determines position
3	LP Median Line Destruction	→←→ + LP	High	50, 20, 60	9	2(7)2(8)2	39	Hard knockdown	-23	—	—
4	MP Median Line Destruction	→←→ + MP	High	50, 20, 20, 60	10	2(7)2(7) 2(10)2	39	Hard knockdown	-23	—	—
5	HP Median Line Destruction	→←→ + HP	High	50, 20, 20, 20, 60	11	2(7)2(7)2 (8)2(13)2	26	Hard knockdown	-10	—	—
4	EX Median Line Destruction	→←→ + P P	High	50, 20, 20, 60	14	2(7)2(7) 2(16)2	26	Wall bounce	-8	—	—
6	LP Power Stance	↓↙← + LP	—	—	—	—	39	—	—	SM, EX, SA, CA	Absorbs non-Super Art and Cross Art strikes and projectiles frames 3-13, cancelable frames 3-18
	MP Power Stance	↓↙← + MP	—	—	—	—	44	—	—	SM, EX, SA, CA	Absorbs non-Super Art and Cross Art strikes and projectiles frames 3-18, cancelable frames 3-22
	HP Power Stance	↓↙← + HP	—	—	—	—	55	—	—	SM, EX, SA, CA	Absorbs non-Super Art and Cross Art strikes and projectiles frames 3-33, cancelable frames 3-37
	EX Power Stance	↓↙← + P P	—	—	—	—	48	—	—	SM, EX, SA, CA (frames 11-31)	Grants next attack Counter Hit properties; absorbs non-Super Art and Cross Art strikes and projectiles frames 1-26


1


2

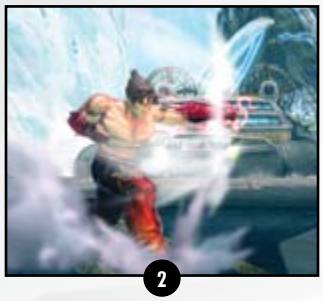
Penetrating Fist: Penetrating Fist is Jin's projectile attack, but it doesn't behave as projectiles normally do. The sphere of energy that Penetrating Fist produces appears stationary in a predetermined spot and disappears automatically after 49 frames if it does not come into contact with the enemy. The placement of the sphere is determined by the attack strength used: HP appears three-quarters of a screen's length away, MP appears half of a screen's length away, and LP appears directly in front of Jin, making it usable in combos.

EX Penetrating Fist is different in that it creates two spheres simultaneously onscreen corresponding to the two punches used to perform it—using LP + HP, for example, will set a sphere directly in front of Jin and one at a distance. EX Penetrating Fist spheres differ from their regular counterparts because they will only cause a knockdown if they connect on an aerial opponent. Given its quick startup speed, and the amount of screen control it grants, EX Penetrating Fist is one of the best Special Moves to Super Charge into from normal Penetrating Fist.

The main purpose of Penetrating Fist is to control the pace of the match. Jin recovers while the sphere is still active onscreen and is ready to counter any attempts of dealing with the obstruction. Opponents who come into contact with the sphere are knocked down, giving you the advantage. Remember that Penetrating Fist cannot be performed while another Penetrating Fist sphere is active.

Median Line Destruction: Median Line Destruction is a short range, combo-oriented attack in which Jin throws multiple punches in succession. The number of punches that Jin performs is dependent upon the strength of the attack used: LP performs three punches, MP four punches, and HP five. Median Line Destruction's startup time and damage are greater with heavier versions, even though the recovery and blockstun of HP Median Line Destruction is significantly lower than its weaker counterparts.

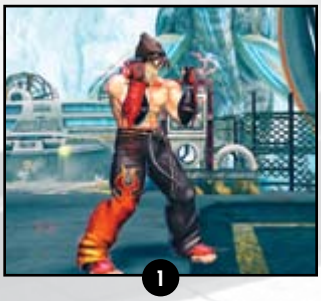

1


2


3

EX Median Line Destruction is different in several ways. It boasts the quickest recovery (yet is still punishable) and a wall bounce in exchange for lengthier startup. The EX version of this attack ultimately yields the most damage since the wall bounce can be followed with a juggle of Right Roundhouse Punch or Devil Beam.

Median Line Destruction is mainly for ending both grounded combos and juggles. HP Median Line Destruction in particular is a prime candidate for Switch Cancels due to its 5 hit duration: simply Switch Cancel during the first few hits of the attack, then continue with a full juggle. Outside of combos, Median Line Destruction's uses are limited due to its short range and sluggish recovery time.


1

Power Stance: Power Stance is a special stance that absorbs all attacks during its frames of absorption, including projectiles and Special Moves. All normal versions of Power Stance start up after only 2 frames, and EX Power Stance becomes active immediately upon performing it and can be used as a reversal. Durability is not an issue here. Power Stance will absorb any number of hits during its absorption period. The heavier the version of Power Stance used, the longer the absorption window, with HP Power Stance's window of absorption being longer than even EX Power Stance. As an added bonus, EX Power Stance grants Counter Hit properties to your next attack, which is particularly useful when used in conjunction with (Mental Alertness) Swaying Willow.

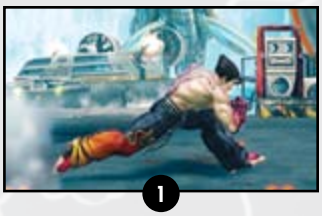
Power Stance can be canceled into any Special Move at any point during the stance, even while absorbing attacks. This means an attack can be absorbed with Power Stance and then be punished by canceling into Median Line Destruction, (Mental Alertness) Swaying Willow, or (Special Step) Thrusting Uppercut. Power Stance has a significant period of recovery, so canceling into a Special Move is ideal in most situations.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Special Step

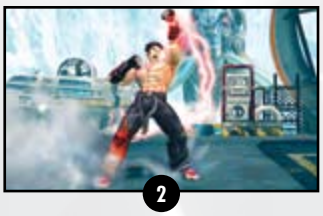
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Special Step	⇨ N ⇩⇘	—	—	—	—	35	—	—	—	Upper body projectile invulnerability frames 1-28, commands for Special Step special attacks can be input from frames 1-28, commands that are input frames 1-8 will execute on the frame 9, after frame 9 attacks will execute 1 frame after the command is input
2	Thrusting Uppercut	(during Special Step) LP	High	60	8	2	23	Float	-3	—	Upper body projectile invulnerability frames 1-8
3	Right Roundhouse Punch	(during Special Step) MP	High	130	13	2	36	Hard knockdown	-20	—	Upper body projectile invulnerability frames 1-4
4	Lunging Low Roundhouse Kick (L.L.R.K.)	(during Special Step) MK	Low	50	8	2	30	Hard knockdown	-14	—	Upper body projectile invulnerability frames 1-3
5	Spinning Flare Kick	(during Special Step) LK + MK	Mid	80	20	6	27	Knockdown	-8	—	Airborne frames 1-25
	Lunging Low Roundhouse Kick ▷ Spinning Flare Kick	(during Lunging Low Roundhouse Kick) K K	Mid	100	14	6	33	Knockdown	-14	—	Airborne frames 1-19



Special Step: Special Step has been central to Jin's offense in previous *Tekken* games, and *Street Fighter X Tekken* is no exception. Special Step is as fast as a forward dash, travels forward half of a screen's length, and has upper body projectile invulnerability. Several Special Moves are available during Special Step including Thrusting Uppercut, Right Roundhouse Punch, Lunging Low Roundhouse Kick, and Spinning Flare Kick.

Although you can input the command for a Special Step follow-up during frames 1-28, the earliest the stance will cancel into a Special Move is on the 10th frame. Special Step can be canceled into follow-ups early or late. Early cancels are ideal for using Special Step during combos, while late cancels are useful when using Special Step to pass through projectiles.

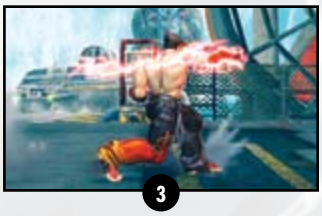
The ⇨ N ⇩⇘ motion carried over from the *Tekken* series is very different from the normal ⇨ ⇩⇘ motion found in the *Street Fighter* series. Although they have similar inputs, Special Step's ⇨ N ⇩⇘ motion is much different than the typical "Shoryuken" motion of ⇨ ⇩⇘ . The N input (or lack of input) is easy to fumble, especially when trying to do it quickly. Given this, canceling a normal move into Special Step can be difficult, especially for players not accustomed to *Tekken*. As an alternative, a "long-cut" motion of ⇨⇦⇗⇩⇘⇨ can be used to ensure that the game recognizes the N input, since going from ⇨ to ⇦ will give you the N input needed. This command can be especially useful for players using a joystick.



Thrusting Uppercut: Thrusting Uppercut is the key to unlocking Jin's more damaging combos. This attack puts opponents into a floating state where juggling is possible. Jin's medium and heavy normal moves such as crouching MP, crouching MK, or crouching HP can be canceled into Special Step, which in turn is canceled into Thrusting Uppercut to extend a combo.

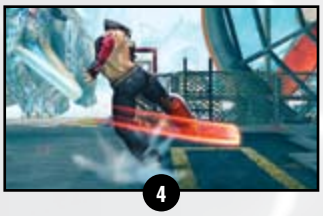
When using Special Step to pass through projectiles, punishing your opponent's recovery with Thrusting Uppercut yields the highest damage potential compared to the other Special Step follow-ups. Even though Thrusting Uppercut puts you at a -3 disadvantage if blocked, Jin recovers at a distance where attacks that could normally punish such an attack (for example, a reversal Shoryuken from Ryu) will be too far to reach. Thus, Jin is virtually unpunishable when Thrusting Uppercut is blocked. This isn't to say Thrusting Uppercut should be used liberally. Rather, opportunities to use the attack can be taken without fear of retaliation.

Thrusting Uppercut can be used to punish a Switch that is performed from long range. In some situations, your opponent will attempt to Switch at a range that is safe from close range punishment. In this case, you can take advantage of Special Step's lateral range to get into striking distance. Then cancel the Special Step into a late Thrusting Uppercut to punish the long range Switch for big damage.



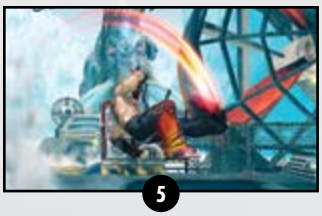
Right Roundhouse Punch: Right Roundhouse Punch is the most damaging Special Move available during Special Step in terms of raw damage and causes a hard knockdown. This attack also has a higher juggle potential than Jin's other Special Moves, allowing it to juggle at the end of combos where other Special Moves won't work. Given these advantages, Right Roundhouse Punch is ideal for ending extended juggles.

Using Right Roundhouse Punch to punish Switches or projectile recovery grants a respectable 130 damage and a hard knockdown. However, Thrusting Uppercut will connect in any punishment situation where Right Roundhouse Punch will connect, but it yields more damage overall due to the floating state it causes. Right Roundhouse Punch is also a whopping -19 when blocked, making it extremely unsafe. Therefore, Right Roundhouse Punch is best saved for combo utility.



Lunging Low Roundhouse Kick (L.L.R.K.): Lunging Low Roundhouse Kick is the only low attack available during Special Step. Its speedy 7 frame startup and low hit level make it useful for catching opponents off guard for a hard knockdown, setting up Jin's wakeup game. As with Thrusting Uppercut and Right Roundhouse Punch, L.L.R.K. can be used in combos, even though its damage is lacking in comparison to the other Special Step follow-ups. Though L.L.R.K. can be canceled into Spinning Flare Kick for extra damage, the hard knockdown is replaced with a regular knockdown from which you can quick recover.

L.L.R.K. can be more difficult to block than a normal sweep attack because it is performed out of Special Step, giving it the forward momentum to check an opponent's low guard from a distance where they may not normally expect a low attack. This can then be mixed up with Spinning Flare Kick, an overhead attack out of Special Step. This tactic must not be abused, however, since L.L.R.K. is extremely punishable if blocked.



Spinning Flare Kick: Spinning Flare Kick is an overhead attack out of Special Step. It can be used for quick damage and to keep opponents honest in their blocking. It has the longest startup of the Special Step attacks, taking a sluggish 19 frames to start.

A good time to employ Spinning Flare Kick is after you've conditioned your opponent to guard low using L.L.R.K. All it takes is one or two low checks from L.L.R.K. for opponents to become wary of their low guard, inviting usage of Spinning Flare Kick. While this Special Move has 19 frames of startup and is arguably more obvious looking than some other overhead attacks, any overhead attack is difficult to react to when used unexpectedly.

The timing in which L.L.R.K. and Spinning Flare Kick are performed during Special Step is crucial to tricking opponents into blocking incorrectly. Spinning Flare Kick has more than twice the amount of startup of L.L.R.K. If both of these attacks are performed at the fastest possible timing in which Special Step can be canceled, it will be easy to discern the two from each other for a correct guard. Therefore, adjusting the timing of L.L.R.K. so that it is delayed to a similar startup time of Spinning Flare Kick will make the mix-up more believable.

For example, after a blocked crouching HP canceled into Special Step, follow with either a delayed L.L.R.K. or immediate Spinning Flare Kick for the best results. Keep in mind that both L.L.R.K. and Spinning Flare Kick leave you extremely vulnerable if blocked, so do not rely on this tactic for continual use.

Lunging Low Roundhouse Kick ▷ Spinning Flare Kick: The main purpose of canceling Lunging Low Roundhouse Kick into Spinning Flare Kick is to squeeze an extra amount of damage after landing the initial low attack. However, the hard knockdown that L.L.R.K. causes is sacrificed for the extra damage and regular knockdown that Spinning Flare Kick produces. In most cases, the benefits from a hard knockdown outweigh the minor damage increase that Spinning Flare Kick adds.

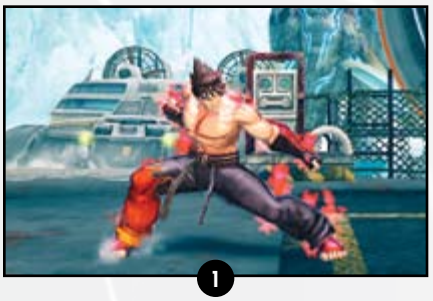
A canceled Spinning Flare Kick can also follow a blocked L.L.R.K., but this becomes extremely easy for an opponent to block on reaction after seeing it. Salvaging a blocked L.L.R.K. with Spinning Flare Kick might work every once in a while, but you can expect to take damage when either of these attacks is blocked.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

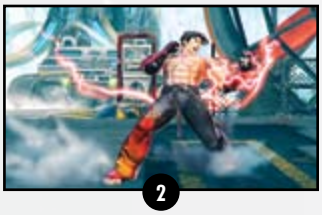
Mental Alertness

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Mental Alertness	↓ + K K	—	—	—	—	49	—	—	—	Frames 1-10 full body strike invulnerability, input follow-up attack frames 1-23, commands input frames 1-9 will execute on frame 10, after frame 10 attacks will execute 1 frame after the command is input
2	Left Drill Punch	(during Mental Alertness) LP	High	100	14	2	25	+2	-5	—	—
3	Swinging Fist Strikes	(during Left Drill Punch) MP or HP	High	100	7	2	34	Knockdown	-14	—	—
4	Swaying Willow	(during Mental Alertness) MP or HP	High	100	5	2	27	+2	-3	—	Stomach stagger (+30) on Counter Hit
5	Leaping Side Kick	(during Mental Alertness) LK	High	100	7	7	19	Floats	—	—	Anti-air only, airborne frames 5-29
6	Right Sweep	(during Mental Alertness) MK or HK	Low	100	17	2	26	Hard knockdown	-10	—	—


1

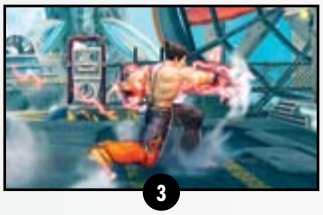
Mental Alertness: Jin performs a quick stance maneuver that can be followed with Left Drill Punch, Swinging Fist Strikes, Swaying Willow, Leaping Side Kick, or Right Sweep. Inputs for these follow-up attacks can be done within frames 1-23 of the stance, but the stance itself cannot be canceled into a follow-up until the 10th frame. After the 10th frame, a follow-up input will be executed 1 frame after being performed.

Mental Alertness is strike invulnerable from frames 1-9. After this invulnerability, Jin is left extremely vulnerable if a follow-up is not performed. Though the timing is strict, you can take advantage of the window of invulnerability to set up Counter Hits for Swaying Willow. Mental Alertness is easily canceled into from normal moves and can end block strings and juggles with Swaying Willow and Leaping Side Kick respectively.


2

Left Drill Punch: Left Drill Punch is a long range attack performed during Mental Alertness. The punch, along with its follow-up attack, does a notable amount of damage. Its most glaring attribute is the lateral distance it covers—a little over half of a screen, making it Jin's farthest-reaching melee attack.

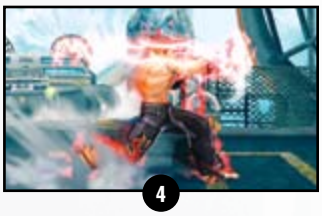
Unfortunately, the extended startup of this attack makes it difficult to use to surprise opponents. Its far reach is best utilized at maximum distance, where opponents might not expect such an attack. If guarded, Left Drill Punch can be punished by quick light attacks or reversals, so don't rely on this attack for frequent use.

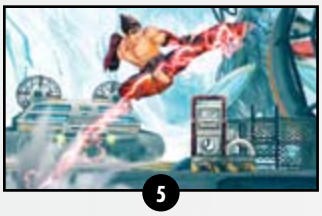

3

Swinging Fist Strikes: Swinging Fist Strikes is the sum of Left Drill Punch and its equally powerful follow-up strike. If it connects successfully, Swinging Fist Strikes scores 200 damage and a hard knockdown. However, Swinging Fist Strikes suffers from the slow startup of Left Drill Punch and triple the frame disadvantage if blocked, making it extremely unsafe to use. Use this attack to surprise foes from half of a screen away. Only complete the second half of Swinging Fist Strikes if you have confirmed that Left Drill Punch has connected.

Swaying Willow: One of Jin's fastest Special Moves, Swaying Willow is performed during Mental Alertness and becomes active after a mere 4 frames of startup. If blocked, Swaying Willow is at a -3 frame advantage and pushes Jin slightly back, making it punishable only by certain attacks (such as instant Super Arts).

Because of its speed, Swaying Willow is easily used in combos and will connect after any of Jin's normal moves are canceled into Mental Alertness. On counter hit, opponents are dealt a stomach stagger, which puts them in so much hitstun that it is possible to connect a Special Step Thrusting Uppercut for a juggle opportunity. Bait an enemy's attack with the seemingly vulnerable Mental Alertness, then surprise them with the counter hit.


4


5

Leaping Side Kick: Leaping Side Kick is the second-fastest attack available during Mental Awareness, second to Swaying Willow. It is unique because it will never connect on grounded opponents even if the hitbox is clearly coming into contact with the opposing character. As a result, the main purpose of this attack is for anti-air and juggling.

Despite the disadvantage of only hitting airborne opponents, Leaping Side Kick works as a functional anti-air attack. The hitbox of the kick is deceptively large. It is able to cover not only the aerial space in front of Jin but also right above his head. In cases where Leaping Side Kick whiffs against an opponent's jumping attack, Jin flies forward far enough to keep opponents from punishing this attack during its recovery. Timing the kick early prevents it from trading with air attacks or from getting beaten altogether. If Leaping Side Kick does connect, enemies are put into a floating state where they can be juggled for more damage. When using Leaping Side Kick to juggle during a combo, position your opponent so they are as high as possible to ensure that the kick connects.


6

Right Sweep: Right Sweep is a low attack performed out of the Mental Awareness stance. When compared to Jin's crouching HK, Right Sweep is slightly more damaging, farther reaching, and has substantially more recovery and disadvantage on block.

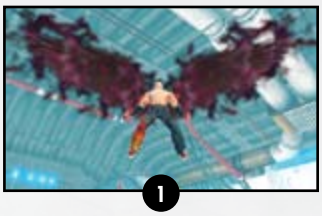
After conditioning opponents to blocking Swaying Willow during block strings, mixing up with Right Sweep can catch opponents off guard for a hard knockdown. If used at maximum range, a blocked Right Sweep can be difficult to punish as well.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

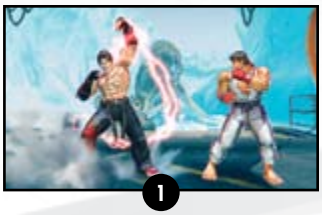
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Devil Beam	↓↙←+PPP	High	50, 20, 20, 30, 30, 30, 150	16	—	64	Hard knockdown	-31
Notes									
63 frame cinematic freeze before attack begins, full body invulnerability frames 1-14									



Devil Beam: Jin's Super Art is a projectile that transitions into a cinematic sequence if it connects successfully. It has 14 frames of invulnerable startup before the projectile is fired. This means that it can be used to blow through an enemy's attack. Jin takes a giant step forward before performing the beam, causing the projectile to fire at half of a screen's length before traversing it in full. If Devil Beam is whiffed or blocked, however, Jin is wide open to an opponent's punishment options.

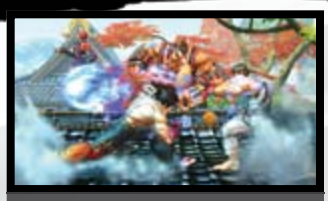
Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↙←+MP MK	High, mid	20, 5, 5, 5, 5, 5, 5, 5, 40	8	2(16)2	32	Switch	-11
Notes								
64 frame cinematic freeze before attack begins, full body invulnerability frames 1-14								



Jin's Cross Art is a two hit attack that leads into a cinematic attack, resulting in a tag to his partner. It is easily used in combos (such as cr.MP ▷ ↓↙←+MP MK) and deals significant unrecoverable damage. Note that if the first hit whiffs and the second hit connects, the Cross Art cinematic will not be granted.

OVERVIEW



Special Step's upper body projectile invulnerability allows it to pass through most projectiles.



Delay canceling Special Step into Thrusting Uppercut until you are in sufficient range.

Jin deals the most damage at close range. At this range, many of Jin's normal moves such as standing LP, crouching LP, and crouching MP grant frame advantage to help set up an offense. Jin's offense revolves around using cr.LK, cr.LP, Shun Masatsu to hit confirm for damage. Linking these three attacks together is not particularly difficult with practice, and the combo leads to several damaging options, including (Special Step) Thrusting Uppercut.

At mid range, the utility of standing HK shines. Jin takes a lengthy step forward before performing a roundhouse kick that is cancelable into Special Moves. You can use it to offensively gain ground on opponents, and it can be canceled into (Special Step) Thrusting Uppercut on both hit and block. The constant threat of standing HK as well as Penetrating Fist will force opponents into the corner, where Jin's offense will be difficult to escape.

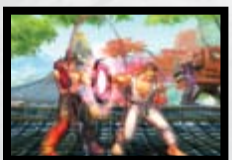
Special Step is useful at both long and mid range and is mainly used for positioning, pressure, and punishment. It boasts the speed of a regular dash but covers half of a screen's length laterally, making it the fastest way to cover ground. Due to its upper body projectile invulnerability and speed, Jin is not easy to keep at bay. Any ranged, projectile heavy assaults are easily negated with Special Step (however, it won't pass through Sagat's Low Tiger Shot). At mid range, projectiles are swiftly punished with (Special Step) Thrusting Uppercut. You can also catch opponents off guard now and then with high/low Special Step mix-ups with L.L.R.K. and Spinning Wheel Kick respectively, even though these attacks cannot be relied on for solid offense at mid range.

Against a cornered opponent, Mental Awareness can be used to punish any attempt to escape corner pressure either vertically or diagonally. Perform Mental Awareness at anytime during block strings. If your opponent stays grounded or attempts a counterattack, Swaying Willow can be used for pressure or a Counter Hit. If your opponent reacts with a jump, quickly press LK for Leaping Side Kick to counter. Both Leaping Side Kick and Counter Hit Swaying Willow lead to extremely damaging corner combos.

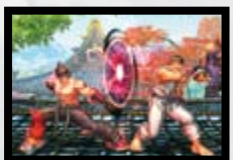
If you find yourself with the life lead, you can opt to play defensively with Penetrating Fist spheres, dictating the pace of the match. Opponents must first deal with Penetrating Fist before even getting into striking range. Many characters (especially those who are slower) will find it difficult to maneuver through a mix of varying strengths of Penetrating Fist. Any wrong move on the opponent's part (or correct guess on your part) will cause a knockdown during contact with a sphere, forcing your opponent to restart their approach. As a further annoyance, Penetrating Fist is one of the best Special Moves in the game to charge to EX strength, as long as your opponent is far enough away to do this safely. You can take advantage of the benefits of EX Penetrating Fist without using any blocks of Cross Gauge.

While Special Step is mainly for offense, Mental Alertness is geared more towards defense, as is evident from the short window of strike invulnerability on its startup. This window of invulnerability can be used to cause an opponent's attack to whiff, allowing you to counter with the quick Swaying Willow. The timing on this is tight, however, so it will take some practice before mastering the technique. As a downside, Mental Alertness is always vulnerable to throws, so be careful of opponents becoming keen to your use of this technique.

Against aerial opponents, crouching HP works as a decent anti-air attack, even though it can be unreliable because Jin's upper body is vulnerable during the uppercut. (Mental Alertness) Leaping Side Kick functions much more reliably as anti-air, but it takes some practice to use it in this manner. It has a large hitbox, quick startup, and high damage potential due to the float it causes opponents. Furthermore, if Leaping Side Kick whiffs during an anti-air attempt, Jin is sent flying forward, making an opposing player's attempts to punish this move difficult. In addition, cross-up attempts can be countered by jumping back with air MP, but it must be done early.



First, absorb your opponent's attack with Power Stance.



Next, cancel Power Stance into Mental Awareness.



Finally, cancel Mental Awareness into Swaying Willow!

Power Stance is another defensive tool at Jin's disposal. Regular versions of Power Stance start up in only 2 frames before absorption frames begin. EX Power Stance has no startup at all. Power Stance can also be canceled into any Special Move, including Special Step and Mental Alertness. After absorbing an attack, cancel Power Stance into (Mental Alertness) Swaying Willow or Median Line Destruction to counter. Power Stance is susceptible to throws, so it's important to avoid predictability in its use.

An opponent's wakeup is an opportune time to get in close, where Jin is most effective. Be sure to watch for an invulnerable reversal attack, such as Ken's Shoryuken or Law's EX Somersault. Attacks similar to these often have a lengthy recovery time and are easily punished after being blocked or avoided with crouching MP or standing HK into a combo. If your opponent is content with allowing you to make the first move upon their wakeup, crouching MP can be used as a meaty attack to set up an offense. This can be linked to Shun Masatsu on hit or block into a combo or mix-up respectively. On wakeup is also the perfect position to set up tick throws and frame traps using a hit-confirmed crouching LK, crouching LP link. For opponents who try to jump away after blocking the crouching LP, wait a moment and catch them during their lift-off frames with crouching LK. If they stay grounded, you can walk forward slightly and perform another crouching LP to reposition yourself for another frame trap or attempt a throw. If the link is successful, continue the combo with Shun Masatsu into a combo for another hard knockdown.

You can also utilize Mental Alertness while your opponent is waking up. If you feel your opponent is anxious and wants to attack on wakeup, avoid the active frames of their attack with the invulnerability frames on Mental Alertness then quickly cancel into Swaying Willow to counter. When mixed-up with (Mental Alertness) Low Sweep, crouching LK, crouching LP hit-confirm, cross-up jumping HK, and throw attempts, waking up against Jin becomes an extremely bad situation for an opponent.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LK, cr.LP, ⇦ + MP ▷ LP ▷ ⇨N⇩⇘ ▷ LP, st.MK ▷ ⇨⇦⇨ + HP

283 damage

This is a reliable combo in which crouching LK, crouching LP can be used to hit confirm. Crouching LP grants a whopping +9 advantage on hit, meaning you have ample time to link Shun Masatsu after confirming that the two initial attacks of the combo have connected.

The key to this combo's success lies in canceling Shun Masatsu into Special Step (⇨N⇩⇘). The last part of the Special Step input should be executed after the 2nd hit of Shun Masatsu connects. Therefore, the Special Step input must be started slightly before the 2nd hit of Shun Masatsu or done extremely fast to ensure the ⇘ input is executed in time to cancel. The "long-cut" ⇨⇨⇘⇩⇗⇦ motion can be implemented during this combo if you find that the regular motion is not working out for you.

The last part of the combo involves standing MK after the opponent is put into a float state from ⇨N⇩⇘ ▷ LP (Special Step ▷ Thrusting Uppercut). Juggling with standing MK after Thrusting Uppercut isn't possible without a slight step forward, but it only takes one press of ⇨ before standing MK to get into position. Using a ⇨ input right before standing MK also serves as a buffer for a Median Line Destruction or Special Step cancel, since both Special Moves start with ⇨. Even though it's not possible to get all 5 hits of HP Median Line Destruction in this situation, you can still get 4 hits to connect when canceling from standing MK so long as the kick is not timed too early. Make sure that the last input of HP Median Line Destruction (⇨ + HP) is performed just as standing MK connects to ensure the cancel.

The strength of this combo lies in its versatility. HP Median Line Destruction holds the enemy in place for several hits, making it ideal for a Switch Cancel. HP Median Line Destruction can be replaced with (Special Step) Right Roundhouse Punch (275 damage), which is slightly less damaging but more consistent. This combo can also be ended with (Special Step) Thrusting Uppercut. Juggling after a second Thrusting Uppercut is not possible, so use a second Thrusting Uppercut for a Switch Cancel combo. If you have meter to spare, standing MK can be canceled into Devil Beam for significant unrecoverable damage.

If the initial sequence of crouching LK, crouching LP is blocked, you can go for a throw attempt, walk forward a moment and then attempt another crouching LK, link into crouching MP canceled into a safe Special Move, or continue into a blocked Shun Masatsu. Once Shun Masatsu is blocked, you have several options with which to follow. The safest options to cancel into Shun Masatsu are (Special Step) Thrusting Uppercut, (Mental Alertness) Swaying Willow, and LP Penetrating Fist. All three attacks are virtually unpunishable by normal means. Alternatively, your opponent's low guard can be checked by instead canceling into (Special Step) L.L.R.K. or (Mental Alertness) Low Sweep, but these attacks are prone to punishment. Canceling Shun Masatsu into (Special Step) Spinning Flare Kick for an overhead attack can catch your opponent off guard, but is extremely unsafe and should be used sparingly.

II. J.HK, cr.MP, ⇦ + MP ▷ LP ▷ ⇨N⇩⇘ ▷ LP, st.MK ▷ ⇨N⇩⇘ ▷ MP

(375 damage, deep J.HK required)

Jin's jumping HK is the go-to attack for jump-ins, especially cross-ups. Landing a deep J.HK allows a modified version of the bread and butter combo above, except it is fitted with crouching MP for extra damage. Like crouching LP, crouching MP affords a substantial amount of frame advantage, making the Shun Masatsu link fairly easy to connect.

III. Cr.LK, cr.LP, ⇦ + MP ▷ LP ▷ ⇨N⇩⇘ ▷ LP, cr.MP, cr.MP, cr.MP, cr.HP ▷ ⇨N⇩⇘ ▷ MP

(296 damage, corner required)

The corner is the perfect position for juggles, allowing stronger juggling options that aren't available midscreen. After ⇨N⇩⇘ ▷ LP (Special Step ▷ Thrusting Uppercut), rhythmically tap crouching MP three times, then perform crouching HP into (Special Step) Right Roundhouse Punch.

Right Roundhouse Punch will whiff if the opponent is either too high or too low. This can be mitigated by waiting near ground level to juggle with crouching HP.

As an alternative, this combo can be ended with a juggle of cr.MP, cr.MP, cr.HP ▷ ⇩ + KK ▷ LK (294 damage) OR st.LP ▷ MP ▷ MK (Spinning Hook Kick), cr.HP ▷ ⇨N⇩⇘ ▷ MP (277 damage) or cr.MP, cr.MP, cr.HP ▷ Switch Cancel.

Note that you can modify all combos ending in a juggle with any of these combo enders for extra damage, as long as Jin is in the corner.

IV. ⇩ + KK ▷ LK, cr.MP, cr.HP ▷ ⇨N⇩⇘ ▷ MP

(323 damage, anti-air only)

(Special Step) Leaping Side Kick, if used as an anti-air attack, can be followed with a juggle if Jin's positioning is correct. (Special Step) Right Roundhouse Punch can also be substituted with (Mental Alertness) Leaping Side Kick (302 damage). If Cross Gauge permits, you can substitute the juggle with cr.HP ▷ ⇩⇘⇨ + PP (464 damage, 2 blocks required) or juggle with crouching HP as low to the ground as possible to ensure the opponent isn't too high for Devil Beam to connect. If (Mental Awareness) Leaping Side Kick happens to bring Jin into the corner, this combo can be modified for extra damage (see **combo III**).

V. Cr.MP, ⇦ + MP ▷ HP ▷ ⇨⇦⇨ + PP, st.HK ▷ ⇨N⇩⇘ ▷ MP

(400 damage, 1 block required)

This combo can be used to maximize damage off a clear opening or punish. To ensure the cancel, make sure that the last input of EX Median Line Destruction (⇨ + PP) is performed just as the last hit of Shun Masatsu connects. Then perform stand HK as soon as you recover from EX Median Line Destruction to catch the juggle off the wall bounce. The step forward that Jin takes during standing HK helps the positioning of the combo. Alternatively, Devil Beam can be connected easily after the wall bounce if Cross Gauge permits (508 damage, 3 blocks required).

VI. Cr.MP, cr.HP ▷ ⇨N⇩⇘ ▷ MP

(damage varies based on damage scaling, requires partner's launcher, Cross Rush, or Switch Cancel)

Use this combo when Jin comes in after a partner's launcher, Cross Rush, or Switch Cancel. Note that cr.MP, cr.HP is a link juggle. The two attacks must be linked, not chained, for the combo to work properly. (Special Step) Right Roundhouse Punch can be replaced with (Mental Alertness) Leaping Side Kick, sacrificing damage for ease of execution. This combo can also be modified in the corner for extra damage (see **combo III**).

VII. ⇩⇗⇦ + PP ▷ ⇩+KK ▷ MP, st.HK ▷ ⇨N⇩⇘ ▷ LP, st.MK ▷ ⇨N⇩⇘ ▷ MP

(395 damage, requires Counter Hit)

This sequence can be used as a defensive measure, since EX Power Stance has no startup. In this combo, EX Power Stance is canceled into Mental Alertness, which is then canceled into a Counter-Hit Swaying Willow. On Counter Hit, (Mental Alertness) Swaying Willow causes a stomach stagger, allowing you to link standing HK canceled into (Special Step) Thrusting Uppercut for a juggle. The timing is lenient on linking standing HK canceled into (Special Step) Thrusting Uppercut after the stomach stagger. So it's best to focus on performing st.HK ▷ ⇨N⇩⇘ ▷ LP with a clean input rather than trying to execute it as fast as possible. In the corner, this combo can be modified for extra damage (see **combo III**).

Combo Appendix

Sequence	Notes
Cr.LK ▷ cr.MK ▷ cr.HP ▷ ⇩⇗⇦ + PP ▷ ⇩ + KK ▷ MP, st.HK ▷ ⇨N⇩⇘ ▷ LP, st.MK ▷ ⇨N⇩⇘ ▷ MP	Walk forward slightly before st.MK
J.HP, st.HP ▷ ⇨N⇩⇘ ▷ LP	Trial 13
J.LP, st.LK, st.LP ▷ st.MP ▷ st.MK	Trial 14
Cr.MP, st.LP ▷ st.MP ▷ ⇨N⇩⇘ ▷ LP, cr.MK ▷ ⇨⇦⇨ ▷ P	Trial 15; walk forward slightly after ⇨N⇩⇘ to connect cr.MK
⇩ + KK ▷ LK, cl.HP ▷ ⇩⇘⇨ + PP	Trial 16
⇨N⇩⇘ ▷ LP, cr.MP, cr.HP ▷ ⇩ + KK ▷ MP	Trial 17; requires corner
Cr.MP, st.MP, cr.MK ▷ st.HK ▷ ⇨⇦⇨ + PP, ⇩⇘⇨ + PP	Trial 18
⇨N⇩⇘ ▷ LP, cr.LP, st.MP ▷ ⇩ + KK ▷ LK	Trial 19; requires corner
St.LK ▷ st.MK ▷ cr.HP ▷ ⇩⇗⇦ + PP ▷ ⇩ + KK ▷ MP, ⇨ + LK ▷ LP ▷ LK ▷ MP ▷ LP ▷ MK	Trial 20

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Julia

Nature-Loving Beauty

As a young child, Julia discovered the ruins of an ancient civilization. Now, this nature-loving woman fights for what she believes in with Chinese Kempo. A beautiful, intelligent woman, Julia always approaches every situation with careful judgment. To prevent Pandora's unknown power from falling into the wrong hands, Julia teams up with Bob and travels to the Antarctic.

Win Comment 1: I'm not going to apologize. You're the one who challenged me.
Win Comment 2: I'm in a hurry, so I'll be taking my leave here.
Win Comment 3: …Whew.


Color 1


Color 2

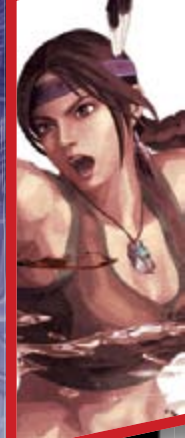

Charming & Chubby


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





DATA ARSENAL

Vitality	1000
Forward Dash Duration	23 frames
Backdash Duration	8 frames invulnerability, 11 frames airborne, 8 frames grounded (27 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	5	4	8	+5	+1	SM, EX, SA, CA	—
2	Standing MP	High	60	8	4	13	+4	0	SM, EX, SA, CA	—
3	Standing HP	High	90	11	4	22	-1	-6	—	—
4	Standing LK	High	30	5	2	9	+6	+2	SM, EX, SA, CA	—
5	Standing MK	High	60	7	4	15	+2	-2	—	—
6	Standing HK	High	90	13	6	23	-4	-9	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing HP	High	90	7	4	22	-1	-6	SM, EX, SA, CA	—
2	Close standing LK	High	30	5	2	9	+6	+2	SM, EX, SA, CA	—
3	Close standing MK	High	60	6	3	16	+2	-2	SM, EX, SA, CA	—
4	Close standing HK	High	90	11	4	15	+6	+1	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	4	6	+7	+3	SM, EX, SA, CA	—
2	Crouching MP	Low	60	5	4	15	+2	-2	SM, EX, SA, CA	—
3	Crouching HP	High	90	6	7	20	-1	-7	SM, EX, SA, CA	Forces standing on hit
4	Crouching LK	Low	30	5	4	10	+3	-1	SM, EX, SA, CA	—
5	Crouching MK	Low	60	8	8	12	+1	-3	SM, EX, SA, CA	—
6	Crouching HK	Low	90	9	2(20)2	23	Sweep knockdown	-5	—	—



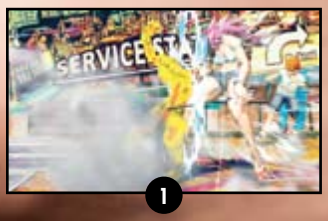
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120	14	7	23	Hard knockdown	-8
Notes								
Similar to 2nd hit of Hunting Tomahawk, full body invulnerability frames 1-20								



Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	5	4	Until grounded, 4 frames landing	+12	+4	—	—
2	Jumping MP	Mid	70	7	7	Until grounded, 4 frames landing	+16	+12	—	—
3	Jumping HP	Mid	100	11	4	Until grounded, 4 frames landing	+20	+8	—	—
4	Jumping LK	Mid	40	5	8	Until grounded, 4 frames landing	+12	+4	—	—
5	Jumping MK	Mid	70	7	7	Until grounded, 4 frames landing	+16	+12	—	—
6	Jumping HK	Mid	100	12	9	Until grounded, 4 frames landing	+20	+8	—	—

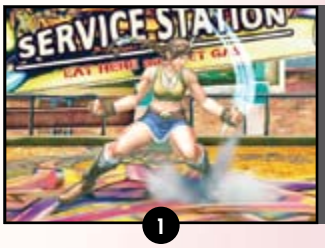


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

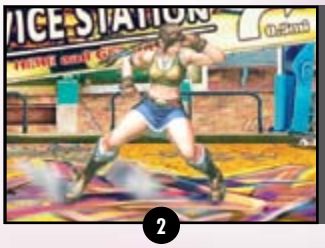
Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Kalda	⇨ + HP	High	80	12	3	27	+6	0	—	Ground bounce on airborne foes
2	Party Crasher	⇨ ▷ ⇨ + MP	High	60	8	3	21	+7	+2	—	Input ⇨ + MP within 9 frames of inputting ⇨ for attack, knockdown on airborne foes



1

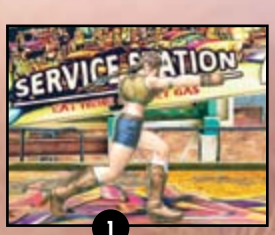
Kalda: This attack makes Julia to drop her fist downward on her opponent. This attack is completely safe and leaves you at enough advantage to combo after it on hit, but it has short range. Kalda is best used in juggle combos where it ground bounces your opponent, giving you more chances to combo.


2

Party Crasher: Julia steps forward and throws out an elbow during this attack. Party Crasher is not as powerful as it is in the *Tekken* games, but it remains a decent poke. Party Crasher is best used as a quick poke because it's safe if blocked and you can combo after it if it hits.

Baiyuan Sanshou—LP ▷ ← + MP ▷ LP ▷ LP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Standing LP	High	30	5	4	8	+5	+1	SM, EX, SA, CA	Identical to standing LP
1	—	LP ▷ ⇦ + MP	High	50	8	4	13	+2	0	SM, EX, SA, CA	Knockdown on airborne foes
2	—	LP ▷ ⇦ + MP ▷ LP	High	40	14	10	13	-2	-8	—	Knockdown on airborne foes
3	Baiyuan Sanshou	LP ▷ ⇦ + MP ▷ LP ▷ LP	Low	70	12	3	26	Sweep knockdown	-7	—	—



1



2


3

Baiyuan Sanshou: This string starts with standing LP, continues into an altered version of standing MP, continues into a backhand attack, and finishes with a sweeping low arm sweep. Baiyuan Sanshou fully combos if it hits, giving you a verifiable combo into a knockdown off standing LP. If the second hit is blocked, don't continue into the third and fourth hits because they're both unsafe. If you can verify off the first two hits, it is best to combo into HK Rising Kick or Tiger Strike for more damage rather than finishing the combo.

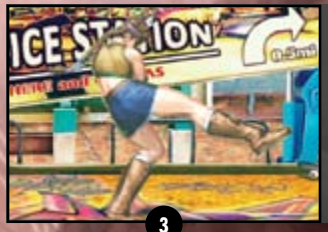
Divine Impact Strings—LP ▷ LP ▷ MP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Standing LP	High	30	5	4	8	+5	+1	SM, EX, SA, CA	Identical to standing LP
1	—	LP ▷ LP	High	50	15	3	22	-4	-7	—	Doesn't combo with LP, knockdown on airborne foes
2	Divine Impact	LP ▷ LP ▷ MP	Mid	90	16	9	19	Knockdown	-10	—	—
3	Divine Intervention	LP ▷ LP ▷ MK	Low	70	13	4	14	+3	0	SM, EX, SA, CA	Knockdown on airborne foes


1


2

Divine Impact: This string starts with standing LP, continues into a downward elbow, then finishes with a double palm strike that knocks down the opponent. The second hit of this chain doesn't normally combo after standing LP, but it will on Counter Hit. The final hit of this string combos after the second and hits mid very quickly, although it's unsafe on block. This attack should be used in combination with Divine Intervention to create a quick, mid-low mix-up.


3

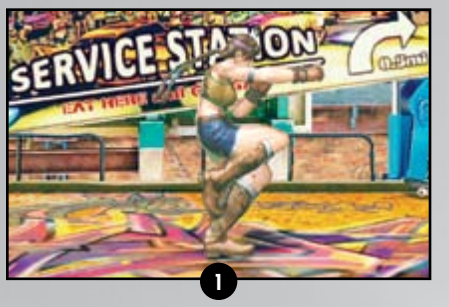
Divine Intervention: Julia kicks at her opponent's shins during this variation on the Divine Impact combo. There's only a 3 frame difference between this attack and the third hit of Divine Impact, making it nearly impossible for your opponent to defend against without guessing. This attack is cancelable, so you can add on additional damage after conditioning your opponent to stand up to block Divine Impact.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Trickling Stream Strings—← + MP ▸ LP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	← + MP	High	50	6	5	19	-3	-6	—	Knockdown on airborne foes
2	Trickling Stream	← + MP ▷ LP	Low	60	15	7	10	+4	+1	SM, EX, SA, CA	—
3	Raging Rapids	← + MP ▷ MP	High	70	13	5	26	Floats	-9	—	—



1



2

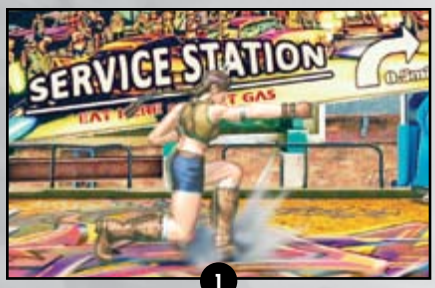
Trickling Stream: Julia performs a quick high punch then follows it with a cancelable low punch during this string. The first hit of Trickling Stream links after crouching LP, giving you more time to verify into a combo. Julia is safe if the last hit of Trickling Stream is blocked, so you can end the string while maintaining frame advantage on your opponent.


3

Raging Rapids: The last hit of Trickling Stream is replaced with an uppercut that floats your opponent into the air instead of keeping them on the ground. This string combos together, giving you a chance to launch your opponent instead of putting them into a combo on the ground. Julia has a long period of recovery after this attack hits, making it difficult to combo after on her own. This string is best used if you want to loft your opponent into the air and then Switch Cancel to your partner, giving them a chance to finish the juggle.

Slow Power Punch Combo Strings—→ + MP ▸ LP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	→ + MP	High	60	12	4	19	-2	-5	—	Knockdown on airborne foes
2	Slow Power Punch Combo	→ + MP ▷ LP	High	80	18	3	27	Floats	-6	—	—
3	Slow Power Punch to Low Kick	→ + MP ▷ LK	Low	70	12	2	32	-12	-16	SM, EX, SA, CA	—
4	Slow Power Punch to High Kick	→ + MP ▷ MK	High	80	12	4	25	-8	-11	SM, EX, SA, CA	Floats airborne foes, forces standing on hit



1



2

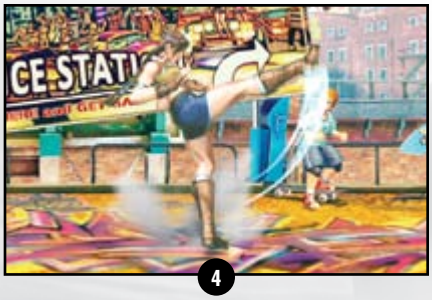
Slow Power Punch Combo: This string causes Julia to powerfully punch her opponent then uppercut them into the air, giving you a chance for a juggle. This attack floats the opponent higher into the air than Raging Rapids and gives you plenty of time to perform a highly damaging juggle combo. Slow Power Punch Combo is very slow, so it's difficult to find a chance to combo into it outside of a jump-in or a connected Swift Step Explosion.

Slow Power Punch to Low Kick: Julia replaces the launching uppercut with a sweeping low kick during this string. This attack is more difficult to use than the other Slow Power Punch strings because, of the three, it's the least safe on block and it deals the least damage. It's best to use this attack only if you think Slow Power Punch Combo might be blocked and you can verify enough to switch to this string, cancel into Tiger Strike, and then backdash to safety.



3

Slow Power Punch to High Kick: This string follows Slow Power Punch with a pointed kick. On the ground, this string is difficult to use. Even though it does slightly more damage than Slow Power Punch to Low Kick, it's just as unsafe if blocked. This combo is effective in juggles, however, because it pops your opponent higher into the air, which allows you to inflict additional hits. See the Combo Usage section for examples on how to best use this string.

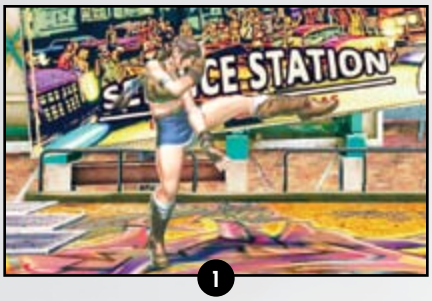

4

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Red Orchid Combo Strings—→ + MK ▸ MP or HP ▸ K

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	⇨ + MK	High	60	9	3	20	-2	-5	—	Stagger (+35) on Counter Hit, slip (+18) on crouching Counter Hit, input MP or HP between frames 3-15 for follow-up attack, knockdown on airborne foes
2	—	⇨ + MK ▸ MP or HP	High	50	14	4	28	-11	-14	SM, EX, SA, CA	Input K /⇨ + P between frames 3-26 for next attack, knockdown on airborne foes
3	Red Orchid Combo	⇨ + MK ▸ MP or HP ▸ K	High	90	11	4	31	+6	-15	—	Forces standing on hit, knockdown on airborne foes
4	Mountain Crusher	⇨ + MK ▸ MP or HP ▸ ⇨ + P	High	50	14	4	28	-1	-12	SM, EX, SA, CA	Knockdown on airborne foes



1



2



3

Red Orchid Combo: During this string, Julia kicks her opponent, follows it up with a punch, then finishes it with a spinning roundhouse kick. The first hit of this string is best used in frame traps, since it puts your opponent in extended hitstun if it Counter Hits the opponent. If you Counter Hit a crouching opponent, you're +19, which is more than enough to verify into Slow Power Punch Combo and then a big juggle combo. If you hit a standing opponent, you're left at +35, which is enough time to perform a full jump-in combo! If your opponent blocks the first hit of this string, you shouldn't finish it off because the remaining two hits are unsafe.



4

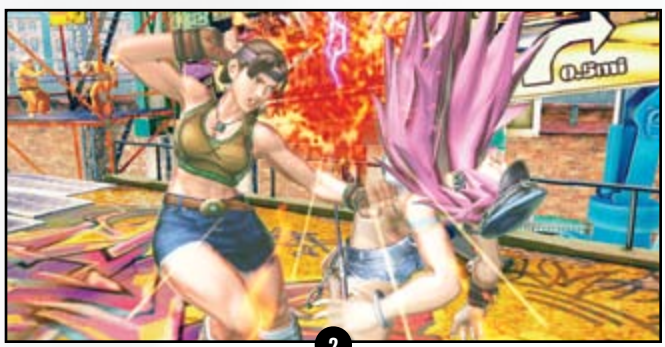
Mountain Crusher: Julia replaces the spinning roundhouse kick with a powerful elbow during this variation of Red Orchid Combo. The last hit of this string is cancelable, helping you get more hits in juggle combos and on the ground in case the first hit doesn't Counter Hit the opponent. Mountain Crusher puts your opponent in enough hitstun for you to cancel the last hit into Wind Roll and to continue the combo with a normal move!

I'M NOT GOING TO APOLOGIZE.
YOU'RE THE ONE WHO CHALLENGED ME.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Wild Stallion	⇨ or N + LP + LK	Throw	120	7	2	20	Hard knockdown
2	Mad Axes	⇦ + LP + LK	Throw	120	7	2	20	Hard knockdown


1

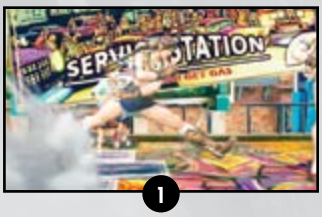

2

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

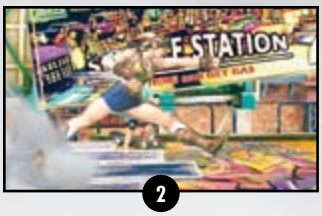
From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Swift Step	⇦ ⬀ ⇩ ⬁ ⇨ + LP	—	—	—	—	31	—	—	—	Airborne frames 15-25, input ⇦ ⇦ between frames 1-27 to cancel attack into backdash, backdash is 4 frames shorter than normal backdash
	EX Swift Step	⇦ ⬀ ⇩ ⬁ ⇨ + LP MP	—	—	—	—	32	—	—	—	Armor frames 1-15, airborne frames 16-26, input ⇦ ⇦ between frames 1-28 to cancel attack into backdash, backdash is 4 frames shorter than normal backdash
2	Lashing Arrow	⇦ ⬀ ⇩ ⬁ ⇨ + MP	High	120	16	10	14	Knockdown	-9	—	Airborne frames 16-29
	EX Lashing Arrow	⇦ ⬀ ⇩ ⬁ ⇨ + LP HP	High	70	17	10	14	Knockdown	-9	—	Armor frames 1-16, airborne frames 17-29
3	Swift Step Explosion	⇦ ⬀ ⇩ ⬁ ⇨ + HP	Mid	100	39	8	15	Crumples	-5	—	Airborne frames 15-24, knockdown on airborne foe, input ⇦ ⇦ between frames 1-33 to cancel attack into backdash, backdash is 4 frames shorter than normal backdash
	EX Swift Step Explosion	⇦ ⬀ ⇩ ⬁ ⇨ + MP HP	Mid	100	40	8	15	Crumples	-5	—	Armor frames 1-15, airborne frames 16-25, knockdown on airborne foe, input ⇦ ⇦ between frames 1-34 to cancel attack into backdash, backdash is 4 frames shorter than normal backdash
4	LK Rising Kick	⇨ ⇩ ⬁ + LK	High	120 (80)	8	6	44	Knockdown	-28	—	Full body strike invulnerability frames 1-9, Julia's body is strike invulnerable frame 10, airborne frames 8-40
	MK Rising Kick	⇨ ⇩ ⬁ + MK	High	80, 60	7	1(1)6	36	Knockdown	-20	—	Full body strike invulnerability frames 1-6, airborne frames 7-39
	HK Rising Kick	⇨ ⇩ ⬁ + HK	High	100, 60	7	1(1)8	38	Knockdown	-24	—	Airborne frames 7-42
	EX Rising Kick	⇨ ⇩ ⬁ + K K	High	100, 70	7	1(1)6	42	Knockdown	-26	—	Full body invulnerability frames 1-10, airborne frames 7-39
5	Tiger Strike	⇩ ⬀ ⇦ + P	High	50, 80	13	3	28	Hard knockdown	-9	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, on hit engages 57 frame cinematic throw
	EX Tiger Strike	⇩ ⬁ ⇨ + P P	High	80, 120	17	3	45	Hard knockdown	-26	—	Can be Super charged: 51 frames to perform Super Art, on hit engages 70 frame cinematic throw



Swift Step: Julia hops toward her opponent during this Special Move. As a movement option, it's best to use Swift Step after you score a knockdown because the normal version has no unique functions, although it will avoid some low attacks during the middle of its duration. EX Swift Step has armor during the beginning of its animation, allowing you to blow through an attack and counter your opponent. You can cancel the end of Swift Step into backdash if you think your opponent will hit you with a reversal before you can recover.



Lashing Arrow: Julia hops toward her opponent with a flying punch during this attack. You can use this attack to advance toward your opponent, but it's unsafe unless you hit from the tip of its range. The EX version has armor before it hits, allowing you to blow through an opponent's attack and knock them to the ground.



Swift Step Explosion: During this attack, Julia performs Swift Step then ends it with a devastating mid attack that crumples the opponent. Much like Swift Step, you should use this attack only when you can perform it on a rising opponent. If you think your opponent is going to attack you before your attack begins, cancel into backdash and attack them after they whiff!



Rising Kick: This attack causes Julia to thrust her feet into the air and attack any grounded or airborne opponents. Julia is strike invulnerable during the startup frames of the LK and MK versions, which means that she will blow through attacks. However, she can be hit by projectiles and throws. During the LK version, Julia is invulnerable longer, making it superior to the other versions as anti-air. The MK version is invulnerable until just before it becomes active, but it only hits low to the ground and doesn't have an anti-air hitbox until the ninth frame. The HP version has no invulnerability, but it deals considerable damage and is the most damaging of Julia's normal Special Moves in a combo. EX Rising Kick is fully invulnerable and inflicts good damage, making it an excellent reversal as long as you're willing to spend the meter.



Tiger Strike: Julia rushes forward with an elbow strike then grabs her opponent and shoulder checks them to the ground. Tiger Strike should primarily be used to end combos when you're too far away to connect with both hits of HK Rising Kick. Tiger Strike has high juggle potential, making it an excellent juggle combo ender. While it isn't safe on block, you can Super Charge it then cancel the charge with a dash to make Julia safer after an unsafe normal. EX Tiger Strike functions similarly to the normal version but deals significantly more damage, making it a powerful combo ender as long as you're willing to spend meter.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Wind Roll—← ↙ ↓ ↘ → + K

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LK Wind Roll	← ↙ ↓ ↘ → + LK	—	—	—	—	24	—	—	—	Projectile invulnerability frames 1-15
	MK Wind Roll	← ↙ ↓ ↘ → + MK	—	—	—	—	25	—	—	—	Projectile invulnerability frames 1-16
	HK Wind Roll	← ↙ ↓ ↘ → + HK	—	—	—	—	26	—	—	—	Projectile invulnerability frames 1-17
	EX Wind Roll	← ↙ ↓ ↘ → + K K	—	—	—	—	24	—	—	—	Projectile invulnerability frames 1-17
2	Tequila Sunrise Elbow Smash 1st Hit	(during Wind Roll) P	Mid	50	16	7	35	+3	-20	—	Input P between frames 12-22 for follow-up attack, knockdown on airborne foes
3	Tequila Sunrise Elbow Smash 2nd Hit	(during Wind Roll) P ▷ P	High	80	25	9	13	Knockdown	+2	—	—
4	Hunting Tomahawk 1st Hit	(during Wind Roll) K	High	60	8	4	33	-3	-13	—	Knockdown on airborne foes
5	Hunting Tomahawk 2nd Hit	(during Wind Roll) K ▷ P	High	100	25	7	23	Knockdown	-8	—	—
6	Wind Roll Explosion 1st Hit	(during Wind Roll) ↓ + K	Low	50	17	2	35	-3	-13	—	Knockdown on airborne foes
7	Wind Roll Explosion 2nd Hit	(during Wind Roll) ↓ + K ▷ P P	High	100	18	7	23	Knockdown	-8	—	—



1

Wind Roll: During this Special Move, Julia spins toward her opponent, avoiding projectiles. Wind Roll's projectile invulnerability begins on the first frame, making it easy to dodge a projectile. Don't do it too early or Julia will get hit. Wind Roll can be canceled into one of three follow-up attacks and has a self-contained mid-low mix-up. EX Wind Roll has the invulnerability of the HK version but the length of the EX version, so it might be best to just use the HK version. None of the Wind Roll moves go very far, so there's a good chance your follow-up will whiff if you're a full screen or even half a screen away from your opponent.



2



3

Tequila Sunrise Elbow Smash: This Wind Roll follow-up makes Julia perform a quick uppercut then smash her opponent with an elbow. This is the only safe Wind Roll attack if blocked, and it hits mid, so it should be your go-to attack if you're in range to use it.

Hunting Tomahawk: Julia exits Wind Roll with a roundhouse kick then follows it with a powerful shoulder check. This is the fastest of the Wind Roll follow-ups, but it's unsafe if blocked, so only use this attack in combos.



4



5

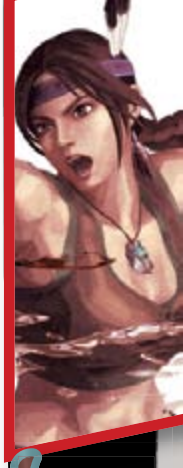


6



7

Wind Roll Explosion: This follow-up is similar to Hunting Tomahawk, but Julia starts it with a low-hitting sweep. Wind Roll Explosion is a low hit, so you can use it to catch your opponent off-guard with a low attack if they're trying to block mid. This attack is slower than Hunting Tomahawk, but still faster than Tequila Sunrise Elbow Smash.

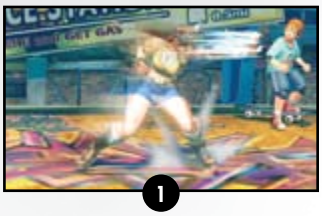


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Iron Mountain Rush	↓↗→ + P P P	High	20, 30 x 3, 200	1	3	35	Hard knockdown	-16
Notes									
68 frame cinematic freeze before attack begins, full body invincibility frames 1-4									



Iron Mountain Rush: Julia punches her opponent then performs a rush of attacks before finishing with a devastating shoulder check. With only 1 frame of startup, Iron Mountain Rush is the fastest attack in the game and can punish many attacks that are generally safe. Even though it doesn't have much range, it can punish many attacks from up to a half screen distance. Iron Mountain Rush has a fairly high juggle potential, but it's best to save your meter where you can scare your opponent by always having Iron Mountain Rush available for a punish.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↙→ + MP MK	High	20, 30, 50	9	2	46	Switch	-26
Notes								
63 frame cinematic freeze before attack begins, full body invulnerability frames 1-10								

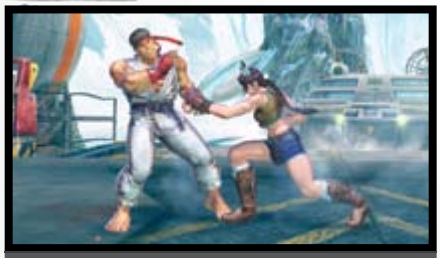


Julia thrusts toward her opponent with a double palm strike, spins them around, then pushes her foe toward her partner. Julia's Cross Art doesn't have much range, but it has decent juggle potential, making it a useful combo ender. Much like Iron Mountain Rush, it's best to save your bar and keep the threat of the Super Art punish instead of going for more damage.

OVERVIEW



After you knock down your opponent, you can throw out Swift Step Explosion…



…and hit them with a mid attack when they rise…



…or backdash away to avoid a reversal attack!

Julia is primarily a mid range character who works best with her opponent at a distance, to poke at them with her powerful crouching MK, and to keep them in range to anti-air with LK Rising Kick. Julia's crouching MK has huge range and can be comboed into Tiger Strike if you're sure the attack will hit. You should generally get in mid range and stay there, poking at your opponent and canceling to Tiger Strike when you're sure you can get a hit. If you accidentally cancel into Tiger Strike but your opponent blocks, charge it and cancel it into backdash to gain distance from them and keep poking. If your opponent jumps at you, knock them out of the air with LK Rising Kick. If you're at your preferred range, your opponent will have no choice but to get hit by it, allowing you to keep up your attack. It's best to keep poking at your opponent until you can get them to the corner, where you can best mix-up your opponent.

After a knockdown, attack with a cross-up jumping MK or HK, dash up or hit them with a meaty Swift Step Explosion mix-up. Julia's jumping MK is a strong cross-up that's fairly easy to see but, when spaced correctly, jumping HK is nearly impossible to block. Hit your opponent in the back of the neck with a jumping HK. If done correctly, you'll look like you're attacking from the front but actually crossing them up! If jumping HK doesn't deliver a cross-up, you'll still land on the opposite side of your opponent, making it difficult to block either way. Even though it has a long startup, Swift Step Explosion crumples the opponent when it hits, giving you a chance for a huge combo. If you think your opponent is going to block or use a reversal, you can cancel Swift Step Explosion into a backdash to retreat from your opponent, which puts you back in crouching MK range.

After a cross-up, blocked or not, you should pressure your opponent with crouching LP, throws, and Divine Impact and Intervention. Julia's crouching LP gives advantage on block, allowing you to poke at your opponent safely while it easily verifies into a combo if it hits. If your opponent is blocking crouching LP, walk up and throw them or perform a frame trap with close standing HK, which you can link afterwards if it hits. If you're going for a throw, backthrow your opponent since Julia's forward throw causes your opponent to get up almost immediately, limiting the advantage obtained by knocking them down. If you're willing to take a risk, you can open up your opponent with Divine Impact and Divine Intervention. These two attacks start from standing LP and, while they don't combo after a connected LP, they give you a fast mid-low mix-up. Divine Impact hits mid and knocks down, while Divine Intervention hits low and is cancelable, giving you big damage. Divine Intervention is safe on block, so use Divine Impact once to open up your opponent and catch them off-guard with Divine Intervention!

If your opponent is throwing projectiles and making it difficult for you to poke at them, it's generally best to block them or use LK Wind Roll to get a little closer. Even the HK version of Wind Roll doesn't cover much distance, and the attacks out of it are pretty slow, making it difficult to cleanly counter a projectile-throwing opponent. The LK version of Wind Roll is the shortest, so use it to simply avoid the opponent's projectile and get back into your crouching MK range.

LK Rising Kick is a good anti-air, but it can be difficult to use as a reversal if Julia's knocked down. If your opponent tries to throw Julia on her wake-up or attack with a projectile-type attack, Rising Kick will lose and you'll be back in a mix-up. Against characters like Hugo, Zangief, and Marduk who heavily rely on command throws, you'll be better off backdashing away than trying a reversal.



Whenever Julia blocks or is hit by an attack that leaves her opponent at -1 or more…



…she can blast them with Iron Mountain Rush, which has only one frame of startup!

Often, your best defensive option is to simply have Cross Gauge available. Iron Mountain Rush is active in one frame, allowing you to punish many things you can't normally punish! If you block a poke like Ryu's crouching MK and Julia's own crouching MK, you should land a reversal with a Super for guaranteed damage! Once you have a Super Art available, your opponent should be terrified of throwing out attacks, allowing you to take more risks when attacking your opponent. Since Julia's Super Art is so strong, you should conserve Cross Gauge whenever possible and refrain from using EX attacks as reversals or in combos.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LP, cr.LP, cr.LK ▷ ⇦⬀⇩⬁⇨ + MP

168 damage

This basic combo gives you plenty of time to verify before canceling into a Special Move. Lashing Arrow knocks down your opponent and leaves you right next to them in a position to keep pressure on. You can replace Lashing Arrow with Tiger Strike, but it occasionally doesn't combo from crouching LK.

II. Cr.LP, ⇦ + MP ▷ LP ▷ ⇨⇩⬁ + HK

240 damage

Tricking Stream moves Julia forward, putting her in range to combo into the highly damaging HK Rising Kick. If your opponent blocks or you drop the combo, Trickling Stream leaves Julia at +1, making this combo safe. If you cancel into HK Rising Kick, however, you will be punished. So stop the combo if you don't see your attacks hitting. If you need more time to verify, you can add another crouching LP, although this will lessen the damage on the rest of the combo.

III. Cl.HK, cr.HP ▷ ⇨⇩⬁ + HK

308 damage

Julia is primarily a mid range character and will need to use the threat of a throw and frame traps to open up her opponent. Close standing HK leaves you at big frame advantage, giving you enough time to connect crouching HP after it hits. It's a 1 frame link, so plink it to make it easier or replace it with crouching MP.

IV. ⇦⬀⇩⬁⇨ + HP, ⇨ + MP ▷ LP, ⇨ + MP ▷ MK ▷ ⇦⬀⇩⬁⇨ + LK, cr.HP ▷ ⇩⬀⇦ + LP

411 damage

Swift Step Explosion is a mid attack that crumples the opponent whether it Counter Hits or not. While it's fairly slow to start up, you can get huge damage if it manages to connect. It is only slightly unsafe, making it risk-worthy once and a while. Linking into the first Slow Power Punch Combo is easy, but juggling with Slow Power Punch to High Kick is tricky because the timing is strict. If you just can't hit this combo, you can replace Slow Power Punch to High Kick with the first two hits of Red Orchid Combo canceled into HK Rising Kick or Tiger Strike, but the damage is significantly less. Although it seems tricky, linking crouching HP after Wind Roll is easy. Don't hit the attack too quickly or you'll get Tequila Sunrise Elbow Smash instead, ruining your combo.

V. Cl.HK, ⇩⬀⇦ + P P P

402 damage, 2 blocks required

Iron Mountain Rush has only one frame of startup, meaning it can combo off any attack that leaves you at more than +1 frame advantage. Close standing HK isn't normally cancelable, but it leaves you at +6 frame advantage, making this link very easy. While you can just as easily add a crouching MP after close standing HK to cancel into anything, it's useful to know when you can just throw out a Super Art to K.O. an opponent without needing to link another attack.

VI. ⇨ + MK ▷ MP or HP ▷ ⇨ + P ▷ ⇦⬀⇩⬁⇨ + LK, cr.HP ▷ ⇨⇩⬁ + HK

309 damage

While the first hit of Red Orchid Combo looks very similar to standing MK, it puts your opponent in very long hitstun if it Counter Hits them standing or crouching. If it Counter Hits standing, you can perform a full jump-in combo starting with jumping HK. But it's very difficult and you'll need to jump before you can tell whether or not it Counter Hits. It's generally best to do the same combo you would if you Counter Hit a crouching character and simply perform a combo starting with Slow Power Punch Combo. If Red Orchid Combo normally hits your opponent, you can go straight into this combo. Even though it doesn't deal as much damage as a Counter Hit combo, 309 damage is significant. If the first hit of Red Orchid Combo is blocked, it's generally best to discontinue the rest of the attacks because it's only -5, hard to react to, and none of the additional hits in this string are safe. If you do perform the second attack, use the third and cancel it into Wind Roll anyway or cancel into Tiger Strike and backdash away from your opponent. Hunting Tomahawk during Wind Roll after this combo only leaves a three-frame gap, but it's just as unsafe as any other attack in this string, making it a large gamble.

VII. ⇨ + MP ▷ MK ▷ ⇦⬀⇩⬁⇨ + LK, cr.HP ▷ ⇩⬀⇦ + LP

Damage depends on damage scaling

Julia can tack on significant damage after she's switched in. Using Slow Power Punch to High Kick after a handoff is much easier than using it after Slow Power Punch Combo. If you want additional damage, you can replace Tiger Strike with Iron Mountain Rush or EX Tiger Strike, but it probably won't be worth the meter if Julia's partner connected with more than three hits in the combo before switching in Julia.

...WHEW.

Combo Appendix

Sequence	Notes
Cr.LP, cr.HP ▷ ⇨⇩⬁ + HK	Crouching LP to crouching HP is a 2 frame link.
⇨ + MP ▷ LP, ⇨ + MK ▷ MP or HP ▷ ⇨⇩⬁ + HK	High damage combo off High Power Punch Combo, best to use after a guaranteed jump-in.
⇨ + MK ▷ MP or HP ▷ K, ⇩⬀⇦ + P P P	You can even link Iron Mountain Rush after Red Orchid Combo, after which you normally can't combo.
⇨ + MP ▷ LP, ⇨ + MK ▷ MP or HP ▷ ⇨ + P ▷ ⇩⬀⇦ + P P P	Trial 15
Cr.LP, cr.LP, cr.MP ▷ ⇩⬀⇦ + LP	Trial 16
⇦⬀⇩⬁⇨ + HP, ⇨⇨ + MP, cr.LK ▷ cr.MK ▷ cl.HP ▷ ⇦⬀⇩⬁⇨ + LP HP	Trial 17
⇨ + MP ▷ LP, ⇨ + MP ▷ MK ▷ ⇦⬀⇩⬁⇨ + LP, cr.HP ▷ ⇩⬀⇦ + P P P	Trial 18
⇨ + MK ▷ MP or HP ▷ ⇨ + P ▷ ⇦⬀⇩⬁⇨ + LK, cr.LP, cr.LP, ⇦ + MP ▷ LP ▷ ⇨⇩⬁ + HK	Trial 19
St.LK, st.LK, ⇦ + MP ▷ MP, cr.LK ▷ st.MK ▷ cr.HP ▷ ⇦⬀⇩⬁⇨ + K K, ⇩⬀⇦ + P P P	Trial 20

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Kazuya

Controller of the Devil

A cold-blooded killer who has awakened the power of the devil. Supporting the G corporation from behind the scenes, he works in secret to reacquire the Mishima Zaibatsu. An arrogant and brutal man, he has fought countless times against his father, Heihachi, and his son, Jin. Kazuya seeks to use Pandora to strengthen the devil power within him so that he can wrestle control of the Mishima Zaibatsu away from Jin.

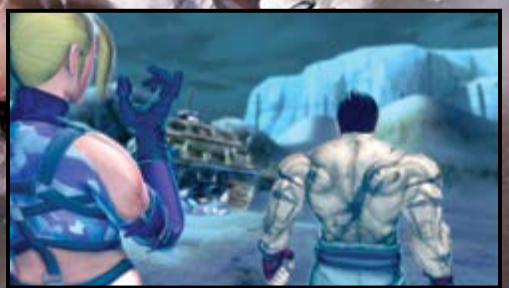
Win Comment 1: Devote your life to me, and become my pawn. Only then will I let you live.
Win Comment 2: Feeble creature, just lay down and die.
Win Comment 3: I will see you in hell…



Color 1



Color 2



Calculated Bloodlust



Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



DATA ARSENAL

Vitality	1000
Forward Dash Duration	18 frames
Backdash Duration	8 frames invulnerability, 11 frames airborne (19 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	4	3	8	+6	+2	SM, EX, SA, CA	—
2	Standing MP	High	60	5	4	11	+6	+2	SM, EX, SA, CA	—
3	Standing HP	High	90	10	4	17	+4	-1	SM, EX, SA, CA	—
4	Standing LK	High	30	5	2	9	+6	+2	—	—
5	Standing MK	High	30 x 2	4	4	21	-2	-6	1st Hit SM, EX, SA, CA	—
6	Standing HK	High	90	12	4	19	+2	-3	—	—



Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	3	8	+6	+2	SM, EX, SA, CA	—
2	Crouching MP	High	60	5	3	9	+9	+5	SM, EX, SA, CA	—
3	Crouching HP	High	90	6	4	23	-1	-7	SM, EX, SA, CA	Forces standing on hit
4	Crouching LK	Low	30	5	3	8	+6	+2	SM, EX, SA, CA	—
5	Crouching MK	Low	60	6	5	13	+3	-1	SM, EX, SA, CA	—
6	Crouching HK	Low	90	6	3	23	Sweep knockdown	-6	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								


1

Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120	7	2	19	Hard knockdown	+1
Notes								
Similar to EX Rising Uppercut, full body invulnerability frames 1-8								


1

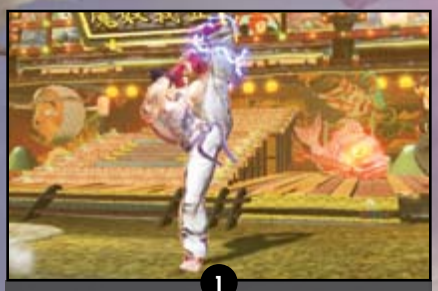
Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	4	4	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Jumping MP	Mid	70	5	5	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Jumping HP	Mid	100	7	5	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Jumping LK	Mid	40	4	5	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Jumping MK	Mid	70	6	3	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Jumping HK	Mid	100	7	8	Until grounded, then 4 frames recovery	+20	+8	—	—


1 2 3 4 5 6

Unique Attacks

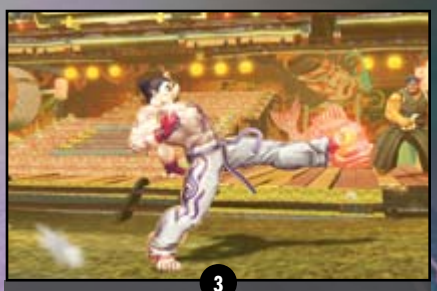
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Left Splits Kick	⇨ + LK	Mid	80	20	5	18	0	-5	—	Forces standing on hit, ground bounce on crouching Counter Hit, hard knockdown on airborne foes
2	Right Splits Kick	⇨ + MK	Mid	70	16	2	20	+1	-4	—	Forces standing on hit, ground bounce on crouching Counter Hit, hard knockdown on airborne foes
3	Oni Front Kick	⇦ + HK	Mid	110	17	3	26	Hard knockdown	-11	—	Crumples on crouching Counter Hit


1

Left Splits Kick: Kazuya steps forward and drops his leg on his opponent during this mid-hitting attack. Of Kazuya's two overhead unique attacks, Left Splits Kick is the slowest and least safe, but it has the most range of the two. This overhead does slightly more damage than Right Splits Kick, but otherwise functions the same. Use Left Splits Kick if you think you'll need extra range on your mid attack.


2

Right Splits Kick: Kazuya stands on one leg and drops his other leg on top of his opponent during this unique mid attack. Kazuya doesn't step forward during Right Splits Kick, which gives it less range. However, Right Splits Kick starts up faster than Left Splits Kick, making it harder to react to. If either of these two mid attacks hits the opponent Counter Hit while they're crouching, Kazuya will ground bounce the character, giving you the chance to continue into a big combo! Both attacks are unsafe on block, so don't be too predictable with them.


3

Oni Front Kick: Kazuya steps forward and unleashes a destructive straight kick on his opponent during this unique attack. This move starts up quickly, knocks down, and deals big damage, making it a strong attack against crouching opponents. If Oni Front Kick manages to Counter Hit a crouching opponent, it will crumple them, giving you the chance to do a huge combo! Oni Front Kick is unsafe if blocked, so be sure your attack will hit before throwing it out.

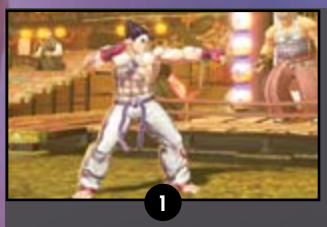
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

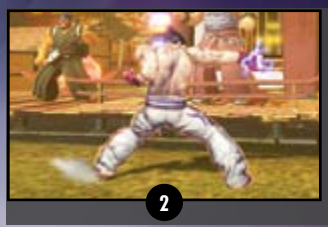
FEEBLE CREATURE, JUST LAY DOWN AND DIE.

Flash Punch Combo Strings—LP ▸ LP ▸ MP

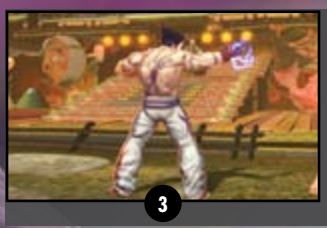
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	LP	High	30	4	3	8	+6	+2	SM, EX, SA, CA	Identical to standing LP
—	—	LP ▷ LP	High	30	8	3	11	+3	-1	—	Knockdown on airborne foes
1	Flash Punch Combo	LP ▷ LP ▷ MP	High	100	9	4	28	Hard knockdown	-14	—	Knockdown on airborne foes
2	Left Right Combo	LP ▷ MP	High	60	8	4	15	-2	-4	SM, EX, SA, CA	Knockdown on airborne foes, visually identical to standing MP
3	Demon Slayer	LP ▷ MP ▷ MP	High	100	11	4	17	Hard knockdown	-14	—	Doesn't combo with rest of string, backturn on hit, knockdown on airborne foes
4	Twin Fang Stature Smash	LP ▷ MP ▷ MK	Low	50	10	3	19	-5	-7	BC, LA	Knockdown on airborne foes
5	Twin Fang Double Kick	LP ▷ MP ▷ MK ▷ LK	Mid	100	11	3	23	Hard knockdown	-8	—	—



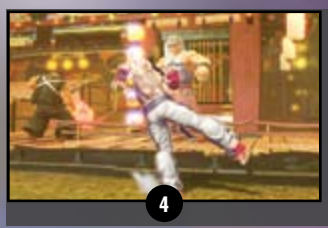
Flash Punch Combo: Kazuya performs two quick jabs before sending out a straight punch that knocks down the opponent during this attack. Unlike other similar strings used by *Tekken* characters, Kazuya's Flash Punch Combo doesn't leave him at much advantage after the second hit, making this attack best for when you can only punish your opponent with a standing LP. Although you'll deal less damage than you would if you performed a Cross Rush, consider using this combo if you're letting your partner recover health on the bench.



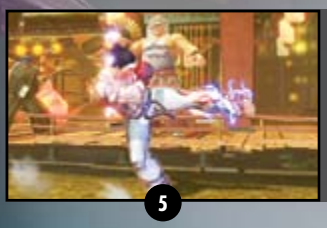
Left Right Combo: Kazuya performs standing LP then follows it with standing MP during this unique attack string. The second hit of Left Right Combo is cancelable into any Special Move, giving you a verifiable combo off what is essentially a Boost Combo. The standing MP featured in Left Right Combo isn't safe on block, so don't throw it out too often.



Demon Slayer: Kazuya follows Left Right Combo with a spinning, electrically-charged backhand attack during this string. The last hit of Demon Slayer puts your opponent in hard knockdown, giving you the chance to mix them up as they rise. The last hit of Demon Slayer doesn't combo after the first two hits against a grounded opponent, so you should save this string for juggle combos.



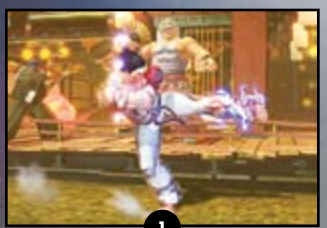
Twin Fang Stature Smash: Kazuya follows Left Right Combo with a heavy low kick during this unique attack string. On its own, this attack is difficult to use because it's unsafe on hit and can only combo into Twin Fang Double Kick or Boost Combo into standing HP. When using this string, you should generally follow-up into Twin Fang Double Kick unless your opponent blocks.

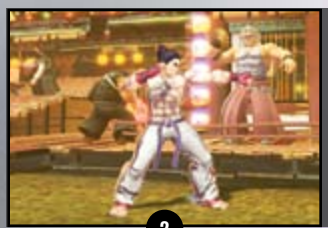


Twin Fang Double Kick: Kazuya follows Twin Fang Stature Smash with a mid attack that knocks down his opponent during this string. Twin Fang Double Kick combos after a connected Left Right Combo, giving you a verifiable combo off a standing LP without requiring a link. If you can verify off Left Right Combo, consider comboing into this string when you just need a little more damage to finish your opponent or in juggle combos.

Agony Spear—LK ▸ LP ▸ MK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	LK	High	30	5	2	9	+6	+2	SM, EX, SA, CA	Identical to standing LK
1	—	LK ▷ LP	High	30	8	3	11	+1	-1	BC, LA	Knockdown on airborne foes
2	Agony Spear	LK ▷ LP ▷ MK	High	60	9	4	21	-2	-7	SM, EX, SA, CA, BC, LA	Forces standing on hit, knockdown on airborne foes





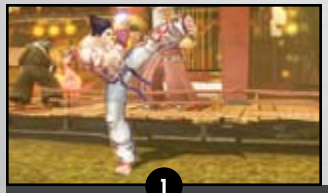
Agony Spear: During this string, Kazuya follows his standing LK with a modified standing LP then finishes it with a devastating cancelable knee attack. This string is cancelable, giving you the chance to cancel into a Special Move to further hit your opponent. Agony Spear isn't safe if blocked, even if you stop early. So even if you can verify off of this combo, Kazuya won't be safe, limiting its usefulness. This combo is easier to verify than Left Right Combo, so you can cancel into Mist Step then Rising Uppercut to retain safety and to combo off this attack.

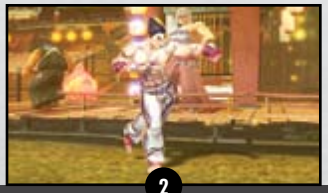
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

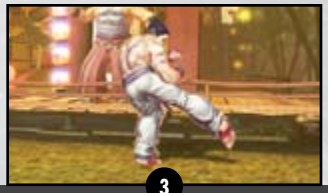
From the Library of Chris Miller

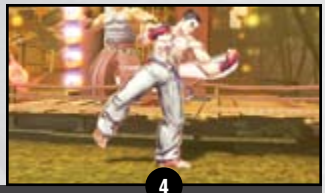
Demon's Wrath — MK ▸ MK ▸ MK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	⇦ + LK	High	50	12	3	16	-2	-4	—	Knockdown on airborne foes
2	—	⇦ + LK ▷ LP	High	50	11	3	17	-3	-5	—	Knockdown on airborne foes
3	—	⇦ + LK ▷ LP ▷ MK	Low	60	11	4	16	-3	-5	—	Knockdown on airborne foes
4	Demon's Wrath	⇦ + LK ▷ LP ▷ MK ▷ LP	Mid	100	13	4	20	Hard knockdown	-6	—	Knockdown on airborne foes
5	Reign of Terror	⇦ + LK ▷ LP ▷ MK ▷ LK	Low	80	10	2	30	Hard knockdown	-14	—	—


1


2


3


4

Demon's Wrath: During this attack, Kazuya performs a quick high kick, follows it with a standing punch, kicks his enemy in the legs, then finishes with a powerful mid attack. Once you've started this string, you should think about finishing it because none of the attacks in this string are safe or cancelable. Demon's Wrath ends this four-hit string with a mid attack and, while it may catch your opponent off guard a few times, any player familiar with Kazuya will likely block it. The final attack of Demon's Wrath doesn't combo with the rest of the string. So if you hit your opponent with any of these hits, especially the third, consider finishing off with Reign of Terror instead of this attack.


5

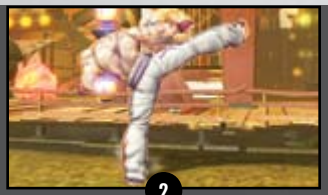
Reign of Terror: Kazuya replaces the mid-hitting punch with another low kick during this string. The final hit of this string hits low, making it and Demon's Wrath a true mid-low mix-up. This string combos together, so if you hit with any of the first three attacks in this string, the last hit will combo and knock the opponent down. Whether you use this attack or not depends on how familiar your opponent is with you and Kazuya. If you think your opponent will block this string, use Demon's Wrath instead—and likewise if you think your opponent will block Demon's Wrath. By mixing up your use of these strings, you can put your opponent into a mix-up that they can only defend against by guessing!

Rampaging Demon — ⇦ + MP ▸ MK ▸ LP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	⇦ + MP	Low	50	8	3	25	-11	-13	—	Slip (+13) on crouching Counter Hit, knockdown on airborne foes
2	—	⇦ + MP ▷ MK	High	40	13	4	19	-6	-8	—	Knockdown on airborne foes
3	Rampaging Demon	⇦ + MP ▷ MK ▷ LP	Low	100	19	5	28	Hard knockdown	-15	—	Doesn't combo with rest of string

Rampaging Demon: Kazuya performs a low punch, follows it with a standing kick, then finishes with a powerful standing punch during this string. The first attack in this string is low and has a long reach, but it's unsafe if blocked. Even if you continue with this string, the second hit is unsafe even on hit, and the last hit doesn't combo with the rest of this attack and is also unsafe. You should only use this string in juggle combos or if you think your opponent likes to mash buttons—if you Counter Hit a crouching opponent, you'll be left at +13 frame advantage, giving you ample time to perform a big combo!

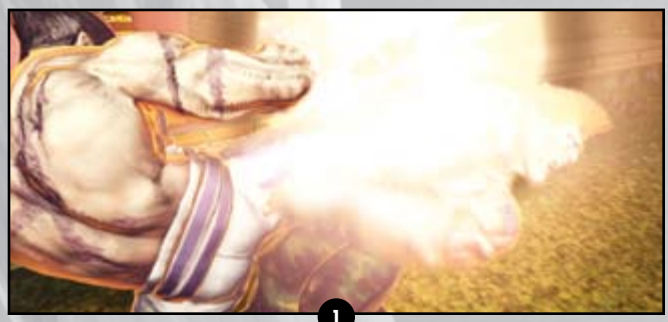

1


2


3

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Double Face Kick	⇨ or N + LP LK	Throw	130	7	2	20	Hard knockdown
2	Skull Smash	⇦ + LP LK	Throw	120	7	2	20	Hard knockdown


1


2

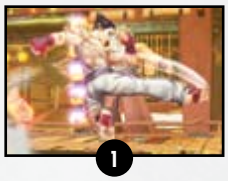
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

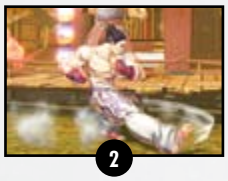
From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LK Rising Sun	↓↙←+LK	High	60	17	2	21	+2	-1	—	Lower body projectile invulnerability and airborne frames 4-23
2	MK Rising Sun	↓↙←+MK	High, low	60, 20	18	2(14)2	31	Knockdown	-11	—	Lower body projectile invulnerability and airborne frames 5-24
	HK Rising Sun	↓↙←+HK	High, low	60, 20, 20	22	2(14)2 (12)2	25	Knockdown	-5	—	Lower body projectile invulnerability and airborne frames 8-28
	EX Rising Sun	↓↙←+K K	High, low, low	60, 20, 20	23	2(14)2 (12)2	37	Knockdown	-17	—	Full body invulnerability frames 1-8, projectile invulnerability and airborne frames 9-29
3	Roundhouse to Triple Spin Kick	(during HK or EX Rising Sun) K	Mid	50	15	3	38	Knockdown	-19	—	Input K between frames 29-52 of HK or EX Rising Sun
	Sweep	(during EX Rising Sun) ↓+K	Low	50	16	2	35	Knockdown	-15	—	Input ↓+HK between frames 29-52 during EX Rising Sun
4	Slaughter Hook	↓↙←+LP	High, mid	30, 60	10	4(12)3	25, 29 on whiff	Ground bounce	-13	—	Second hit only activates on hit or block
	EX Slaughter Hook	↓↙←+LP MP	High, mid	80, 30	11	4(12)3	21, 29 on whiff	Ground bounce	-13	—	Strike invulnerability frames 1-10, second hit only activates on hit or block
5	Slaughter High Kick	↓↙←+MP	High	60, 70	10	4(16)4	28, 29 on whiff	-3	-6	—	Second hit only activates on hit or block
	EX Slaughter High Kick	↓↙←+MP HP	High	80, 70	11	4(16)4	28, 29 on whiff	-3	-6	—	Strike invulnerability frames 1-10, second hit only activates on hit or block
6	Devastator	↓↙←+HP	High	60, 100	10	4(9)4	20, 29 on whiff	Hard knockdown	-6	—	Second hit only activates on hit or block
	EX Devastator	↓↙←+LP HP	High	80, 100	11	4(9)4	20, 29 on whiff	Hard knockdown	-6	—	Strike invulnerability frames 1-10, second hit only activates on hit or block
7	LP Demon God Fist	↓↖→+LP	High	120	16	2	31	Hard knockdown	-11	—	Can be Super Charged: 51 frames for EX version, 100 frames for Super Arts, upper body armor frames 8-9, hits count as projectiles, crumples on Counter Hit
	MP Demon God Fist	↓↖→+MP	High	120	19	2	31	Hard knockdown	-11	—	Can be Super Charged: 51 frames for EX version, 100 frames for Super Arts, upper body armor frames 11-12, hits count as projectiles, crumples on Counter Hit
	HP Demon God Fist	↓↖→+HP	High	120	22	2	31	Hard knockdown	-11	—	Can be Super Charged: 51 frames for EX version, 100 frames for Super Arts, upper body armor frames 11-12, hits count as projectiles, crumples on Counter Hit
	EX Demon God Fist	↓↖→+P P	High	80, 100	20	2(45)12	33	Hard knockdown	-23	—	Can be Super Charged 51 frames for Super Arts, full body armor frames 3-21, hits count as projectiles

Rising Sun: Kazuya leaps into the air with a spinning kick, then potentially follows it with several low spinning kicks during this attack. Rising Sun is projectile invulnerable when Kazuya's in the air, allowing you to pass through projectiles from close range and attack your opponent as they're recovering. The MK and HK versions follow the leaping kick with one or two low-hitting sweeps respectively. HK Rising Sun can be followed by Roundhouse to Triple Spin Kick, which follows the two low-hitting sweeps with a mid attack. EX Rising Sun is fully invulnerable during its startup and has the option to follow the second sweep with either Roundhouse to Triple Spin Kick or Sweep, giving you a mid-low mix-up just for performing the attack. Rising Sun is best used in combination with a Switch cancel—cancel Rising Sun after the first hit into a Switch, then perform a mid attack before or after your opponent is forced to block the second low attack of Rising Sun. If your opponent blocks your overhead too early, they'll get hit by your mid attack. If they block your mid attack too late, you'll hit them with an overhead then hit them with the sweeping low attack!

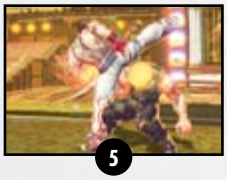

1


2


3


4

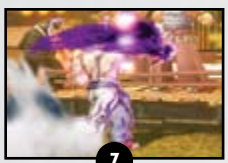
Slaughter Hook: Kazuya performs a quick uppercut then follows it with a powerful mid attack. If Slaughter Hook whiffs, you'll perform only the uppercut attack, limiting your risk. Slaughter Hook ground bounces the opponent on hit and gives Kazuya the ability to perform devastating combos. Unfortunately, you must be close to connect with both hits of Slaughter Hook—if you're too far away, the second hit will whiff. EX Slaughter Hook deals more damage and is strike invulnerable before it hits, allowing you to blow through attacks and ground bounce your opponent. EX Slaughter Hook also has a higher juggle potential, allowing you to perform bigger combos than you could than using the normal version. EX Slaughter Hook can still whiff if performed from too far away. Check the Combo Usage section for examples on which of Kazuya's attacks can combo into Slaughter Hook and which can't—if a combo doesn't have Slaughter Hook in it, you probably can't use it after that link!


5

Slaughter High Kick: During this attack, Kazuya uppercuts the opponent then attacks them with a spinning roundhouse kick. This attack will fully combo from ranges that Slaughter Hook can't, keeping Kazuya safe from certain ranges. Generally, if you can't combo into Slaughter Hook, you probably shouldn't combo into this attack either because it's unsafe on hit or block. If you can't hit your opponent with Slaughter Hook, cancel into Mist Step and perform one of its follow-up attacks instead.


6

Devastator: This attack makes Kazuya uppercut the opponent, and then knocks them down with an electrically-charged straight punch. Devastator is best used to end combos, since it deals huge damage and can combo in situations where Rising Uppercut won't. EX Devastator is strike invulnerable during its startup, but it's only slightly less safe than any of Kazuya's other wakeups. You should generally save this attack for combos.


7

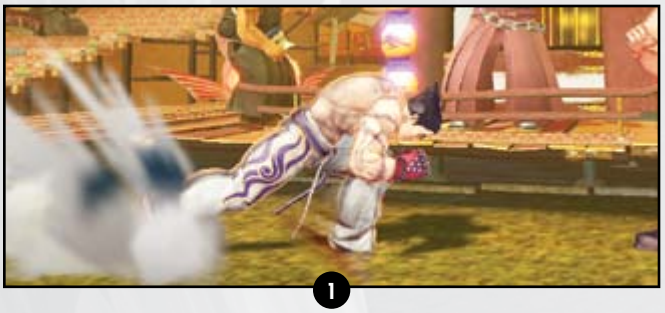
Demon God Fist: Kazuya attempts to parry his opponent's attack before attacking with a devastating knockdown punch. Shortly before this attack hits, Kazuya has 2 frames of armor that he can use to parry an opponent's attack then strike back with one of his own. This armor can be difficult to take advantage of since it's only active for two frames at a very awkward time. If you Super Charge this attack to delay it, you can alter the position the armor hits, although it still can be very difficult to time. If Demon God Fist manages to Counter Hit your opponent, you can continue into a huge combo (see the Combo Appendix). But this is difficult to do on reaction because your opponent will be airborne shortly after Demon God Fist recovers. During EX Demon God Fist, Kazuya follows the initial attack with a rising uppercut. This attack has armor until it hits but not on startup, allowing you to blow through an opponent's attack and punish them with a huge attack. If your opponent is keeping you out with low attacks and you can't Mist Step through, consider blowing their attacks away with EX Demon God Fist.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Mist Step —→ N ↓ ↘

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Mist Step	→ N ↓ ↘	—	—	—	—	34	—	—	—	Upper body projectile invulnerability and crushes standing and jumping attacks frames 1-32
2	Rising Uppercut	(during Mist Step) MP or HP	High	70	9	2	21	Floats	-1	—	Upper body invulnerability frames 1-10
	EX Rising Uppercut	(during Mist Step) P P	High	80	7	2	19	Floats	+1	—	Upper body invulnerability and lower body crushes standing and jumping attacks frames 1-8
3	Dragon Uppercut	(during Mist Step) LP	High	100	5	11	34	Knockdown	-23	—	Upper body invulnerability frames 1-4, lower body crushes standing and jumping attacks frames 1-4, crushes jumping attacks frames 5-15
4	Dragon Uppercut to Middle Kick	(during Dragon Uppercut) K	Mid	80	12	3	41	Knockdown	-22	—	—
5	Dragon Uppercut to Spinning Low Kick	(during Dragon Uppercut) ↓ + K	Low	70	9	3	28	Knockdown	-9	—	—
6	Spinning Demon	(during Mist Step) K	Low	70	12	2	37	Hard knockdown	-17	—	—
	EX Spinning Demon	(during Mist Step) K K	Low	70	12	2	37	Hard knockdown	-17	—	Full body invulnerability frames 1-11
	Spinning Demon > Spinning Demon	(during Spinning Demon) K	Low	70	15	2	37	Hard knockdown	-17	—	—
7	Spinning Demon > Spinning Demon Hook	(during Spinning Demon) P	Mid	100	14	4	47	Hard knockdown	-29	—	—

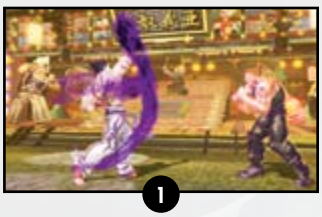


Mist Step: This attack causes Kazuya to get low to the ground and dash toward his opponent. During Mist Step, Kazuya crushes all standing and jumping attacks and is also upper body projectile invulnerable, allowing him to plow through standing pressure, avoid any jump-ins, and dodge past any projectiles. Mist Step can be thwarted by low attacks and low projectiles like Juri's LP Fuhajin and Sagat's Low Tiger Shot, so it cannot solve all of Kazuya's projectile problems. To perform Mist Step, you can't simply perform a Shoryuken motion—you must return to neutral in order to complete this Special Move. Mist Step can be canceled into another Mist Step, allowing you to extend its duration while continuing to avoid any attacks. Mist Step causes Kazuya to gain meter slowly, so the faster you can input the Mist Step command, the more meter you can gain.

DEVOTE YOUR LIFE TO ME, ONLY THEN WILL

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Devil Beam	↓ ↘ → + P P P	High	80, 90, 60, 100	8	2(17)2 (14)2	45	Hard knockdown	-25
Notes									
64 frame cinematic freeze before attack begins, full body invulnerability frames 1-7, hits count as projectile									



Devil Beam: Kazuya performs three quick punches before launching his opponent into the air and blasting them with a devil gene-infused laser attack. Kazuya only attacks with the final hit of this Super Art if the third punch connects, but it usually connects if the first hit does. Devil Beam doesn't have much range, making it difficult to use as a reversal or in combos. You can connect with Devil Beam after any connected Rising Uppercut but only if the Rising Uppercut hits your opponent into the air high enough. Check the Combo Appendix section for ways to connect with Devil Beam after extended combos.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller


2

Rising Uppercut: This attack causes Kazuya to perform a quick uppercut, launching his opponent into the air. Rising Uppercut crushes all standing and jumping attacks until after it hits, making it an excellent counter to any non-crouching attacks. Rising Uppercut works great in combos because it floats the opponent into the air, allowing you to add extra damage. As a reversal, Rising Uppercut is strong. But it can't beat crouching attacks, so it's not excellent as a wakeup. Rising Uppercut is only -1 on block, meaning it's safe to throw out whenever you have an opportunity against most characters, making it both an excellent poke as well as a counter to your opponent's attacks.


3


4


5

Dragon Uppercut: Kazuya leaps into the air with a giant uppercut then follows it with either a mid or low kick during this attack. Rising Uppercut is upper body invulnerable before Kazuya jumps into the air. It then crushes all jumping attacks during active frames, making it an excellent anti-air. While you can potentially deal more damage by anti-airing your opponent with Rising Uppercut, Dragon Uppercut is more consistent. Dragon Uppercut has two follow-ups, each with their own functions: the mid-hitting Dragon Uppercut to Middle Kick and the low-hitting Dragon Uppercut to Spinning Low Kick. In combos, you should generally use Dragon Uppercut to Spinning Low Kick since it puts your opponent in hard knockdown, allowing you to mix them up as they rise. Dragon Uppercut to Middle Kick deals more damage, but your opponent will recover as soon as you do, eliminating your chance at a follow-up. If your opponent manages to block your Dragon Uppercut on the ground, you can perform a mid-low mix-up by picking one of the two follow-ups. The mid attack is unsafe if blocked. So if you don't want to take a risk, end this attack with Dragon Uppercut to Spinning to Low Kick for slightly more safety.


6


7

Spinning Demon: Kazuya "sweeps the leg" during this attack and then can follow it with a powerful mid-hitting punch or another low-hitting sweep. On its own, this attack is difficult to use, as it starts up slowly and crushes nothing, unlike Kazuya's other Mist Step attacks. If you can make your opponent block Spinning Demon, you can perform a difficult to block mid-low mix-up, although both are unsafe if blocked. Spinning Demon is best used in combos due to its high juggle potential and the hard knockdown it gives you after either attack. If you can combo into Spinning Demon, consider not canceling into Spinning Demon Hook unless you're punching your opponent into the corner. The hard knockdown given by Spinning Demon is more valuable than the extra damage caused by Spinning Demon Hook.

AND BECOME MY PAWN. I LET YOU LIVE.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↘→ + MP MK	High	20, 5 x 8, 40	9	3	45	Switch	-26
Notes								
66 frame cinematic freeze before attack begins, full body invulnerability frames 1-11								


1

Kazuya unleashes a series of electrically-charged attacks before using Dragon Uppercut to send his opponent toward his partner. Like many Cross Arts, this attack only hits from close range, making it best for situations with guaranteed outcomes. This Cross Art has a high juggle potential, allowing you to combo into it off many of Kazuya's combos. Only use this attack if your opponent has a large amount of recoverable damage, allowing you to clear it all away in an instant.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

OVERVIEW



During Mist Step, Kazuya passes through all standing attacks, including Special Moves!



Kazuya can even pass through Special Moves that have projectile hits!



As long as Kazuya keeps wave dashing, he can pass through any standing attacks, no matter their duration.

Kazuya is primarily a close range fighter who can easily get close to his opponent using his Mist Step Special Move. During Mist Step, Kazuya avoids all standing attacks, whether they're normal attacks, unique attacks, or Special Moves! Mist Step even passes through Special Moves that hit low, like Cammy's Spiral Arrow and Balrog's Dash Low Straight. If your opponent is trying to keep you away with strong standing pokes or Special Moves, blow past them with Mist Step then attack with Rising Uppercut, which also crushes all standing attacks and leads to a combo.

The only attacks that can stop Mist Step are crouching attacks and projectiles that hit his feet, including Sagat's Low Tiger Shot, Juri's LP Fuhajin, and Akuma's Zanku Hadoken. Against low projectiles, you can pass over them using LK Rising Sun. However, this attack has very little range and can only hit the opponent when Kazuya is very close. It does allow you to avoid the projectile without jumping, giving you more time to walk up to your opponent and reach your preferred range. If your opponent is shutting you out with crouching attacks, you should avoid using Mist Step and instead walk your way into range where you can counter poke with Kazuya's crouching LK, MK, and HK. All three are very fast and can get you the knockdown you need to start pressuring your opponent.



You can quickly dodge many projectiles using Mist Step.



Certain lower projectiles, like Low Tiger Shot can stop Mist Step, require you to use alternate methods to bypass them.

At close range, you can attack an opponent with Kazuya's crouching and standing MP and some of his unique attack strings. Crouching MP leaves Kazuya at +5 frame advantage when blocked and +9 on hit, allowing you to easily verify into another crouching MP or crouching HP canceled into Slaughter Hook or Rising Uppercut for a huge combo. Standing MP leaves you at frame advantage when blocked and has no hurtbox on the attacking arm, making it a strong attack when you're just outside crouching HP range. You should learn the ranges where Slaughter Hook can and cannot hit—if the second attack of Slaughter Hook whiffs, you'll miss your chance for big damage and leave yourself open to attack. If you're outside Slaughter Hook range, cancel into Mist Step then Rising Uppercut instead. You won't deal as much damage, but you'll still hurt your opponent and can put them in a hard knockdown, giving you another chance to mix them up.

If you're willing to take a risk, you can open up your opponent with one of Kazuya's mid attacks. Kazuya has three different mid attacks, each with different strengths and advantages. Right Splits Kick is the fastest and safest but deals the least damage and has the shortest range. Left Splits Kick has more range and deals more damage but is slightly slower and unsafe. The difference in damage isn't significant, so you should generally use Right Splits Kick up close and Left Splits Kick if you're slightly out of range. Both of these attacks ground bounce the opponent on crouching Counter Hit, giving you the chance for big damage against an opponent who mashes buttons! Oni Front Kick has incredibly long reach, is only one frame slower than Right Splits Kick, deals the most damage, and knocks down the opponent on hit! It is by far the most unsafe of Kazuya's overheads, but you can mitigate its recovery by hitting your opponent only at its maximum range. If Oni Front Kick Counter Hits a crouching character, it crumples them, giving you the chance to do a full ground combo!

Defensively, Kazuya can solve most problems with Mist Step. Against any kind of Special Move, most projectiles, or standing attacks, simply pass through them with Mist Step and punish your opponent with Rising Uppercut. Against jump-ins, Rising Uppercut is functional but difficult to use properly. Rising Uppercut's hitbox is at Kazuya's eye level, so it might not hit your opponent in many situations. Instead of Rising Uppercut, use Dragon Uppercut against airborne opponents. Dragon Uppercut crushes all jumping attacks, making it a perfect anti-air, and deals big damage after you add a follow-up attack. Generally, you should use the Dragon Uppercut to Spinning Low Kick follow-up because it puts your opponent in a hard knockdown and recovers early enough for you to prepare a mix-up.



Demon God Fist has two frames of armor shortly before the attack is released…



…allowing you to absorb a poke then attack your opponent!

After Kazuya has been knocked down, proper use of Mist Step can easily get you out of many cross-up situations. If your opponent jumps at you as you're rising, wakeup with Mist Step, then see which way Kazuya is going. If he turns around to match your opponent's cross-up, knock them out of the air with Rising Uppercut. And if he doesn't, don't cancel into anything and use this as a chance to escape! If your opponent isn't jumping, however, Mist Step is a risky wakeup because your opponent will probably be pressuring with a crouching attack. Instead of Mist Step, use EX Slaughter Hook or Devastator, which are both strike invulnerable until they start hitting. You can use their invulnerability to blow through your opponent's attacks and, on hit, have a chance for a combo! EX Devastator is safer than EX Slaughter Hook on block but doesn't have as much damage potential.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LK, cr.LK, cr.LK ▷ ↓↘→ + LP, cr.MP, cr.HP ▷ →N↓↙ ▷ LP ▷ ↓ + K

289 damage

Unlike many *Tekken* characters, Kazuya can link after his crouching LK and can even link it into itself. You won't be able to combo into this from Kazuya's crouching LK range. If you're too far, the second hit of Slaughter Hook will miss. If your crouching LK attacks are blocked, stop performing the combo and walk toward your opponent to keep up pressure, take a risk by jumping at them, and try to cross them up, or walk up and just throw. The fewer crouching LK you perform determines how easily you can throw your opponent. After Slaughter Hook, you can combo fairly easily. You have enough time to walk up to your opponent while they're bouncing off the ground to make sure you're in range for crouching HP. Canceling into Mist Step is difficult, and there really aren't any workarounds—you'll need to learn how to do it in the best way that works for you. You can get more damage by using different attacks after Mist Step, but Dragon Uppercut to Spinning Low kick plants your opponent directly in front of you, giving you the best chance to attack them as they rise from your combo.

II. →N↓↙ ▷ MP or HP, cr.MK ▷ →N↓↙ ▷ LP ▷ K

266 damage

If you manage to hit your opponent with an anti-air Rising Uppercut, you can continue into this combo. Depending on how Rising Uppercut hits your opponent, you might need to walk forward in order to pick them up with crouching MK. Like **combo I**, this combo ends with Dragon Uppercut to Spinning Low Kick for positional advantage. This combo ends with Dragon Uppercut to Middle Kick for additional damage, but you can get more positional advantage by ending this combo with Dragon Uppercut to Sweeping Low kick for a hard knockdown, which is generally worth more than the slight additional damage given.

III. Cr.LK, cr.HP ▷ ↓↘← + LP, cr.HP ▷ →N↓↙ ▷ MP or HP, cr. HP ▷ ↓↘← + HP

406 damage, corner required

Kazuya has many links, and this is but one of them. Crouching LK to crouching HP is a 1 frame link, so this link is made much easier by plinking. If you need more information on that technique, check the Basics section. After Slaughter Hook, this combo is incredibly easy—simply perform the rest of this combo as soon as you can.

IV. Cr.LP, cr.LP, cr.MP ▷ →N↓↙ ▷ LP ▷ ↓ + K

220 damage

This combo gives you plenty of time to verify into damage. Multiple crouching LP attacks will push you out of range for Slaughter Hook, meaning you'll have to combo into a Mist Step attack. This combo ends in Dragon Uppercut to Sweeping Low Kick for position purposes. But if you need more damage, you can end it with Dragon Uppercut to Middle Kick.

V. Cr.MP, cr.HP ▷ ↓↘← + LP, cr.HP ▷ ↓↘← + LP MP, cr.HP ▷ →N↓↙ ▷ K ▷ P

464 damage, 1 block, corner required

If you're willing to spend some of your Cross Gauge, you can deal extra damage by adding EX Slaughter Hook. Slaughter Hook has little impact on juggle potential, allowing you to perform combos that are not possible otherwise. If you're willing to spend your entire Cross Gauge, you can end this combo with Devil Beam instead of Spinning Demon for 572 damage! If you have meter available, you should consider using it all on your opponent to deal massive damage.

VI. Cr.LP, cr.HP ▷ →N↓↙ ▷ MP or HP, cr.MK ▷ →N↓↙ ▷ LP ▷ ↓ + K

313 damage

This combo focuses on another one of Kazuya's many links. Crouching LP to crouching HP is a 1 frame link, so you can make it easier by plinking the attack or replacing it with crouching MP for 30 less damage. You have enough time to walk forward and to ensure you are in range to hit your opponent with your crouching MK, which might be necessary depending on how quickly you hit with Rising Uppercut. See **combo I** for more details.

VII. cr.MP, cr.HP ▷ →N↓↙ ▷ LP ▷ ↓ + K

Damage depends on damage scaling

Whenever Kazuya is tagged in you should perform this combo for big damage and a hard knockdown. If you're willing to spend meter, you can get more damage by performing crouching HP into EX Slaughter Hook. However, if your partner hits with more than three attacks before tagging in Kazuya, you'll get minimal damage by altering this combo, which will end up doing minimal damage alone. Only alter this combo if your opponent manages to switch you in after one to two hits.

Combo Appendix

Sequence	Notes
↓↙→ + LP, cr.HP ▷ ↓↘← + LP, cr.HP ▷ →N↓↙ ▷ MP or HP, ↓↙→ + P P P	622 damage, 2 blocks, Counter Hit required. This combo is nearly impossible to verify since you must input crouching HP immediately after Demon God Fist hits. The rest of this combo is possible after any Rising Uppercut, but is very difficult.
Cr.LK, cr.LP, cr.MK ▷ →N↓↙ ▷ K ▷ K	Kazuya has a million links, and this is but one of them. This combo leaves you right next to the opponent, allowing you to keep up the pressure.
J.HK, cr.HP ▷ →N↓↙ ▷ MP or HP	Trial 13
↓↘← + LP, ← + MP ▷ MK ▷ LP	Trial 14
→N↓↙ ▷ MP or HP, ↓↙→ + P P P	Trial 15
J.HP, cr.MP, cr.MK ▷ ↓↘← + LK	Trial 16
LK ▷ LP ▷ MK ▷ →N↓↙ ▷ MP or HP, st.HP ▷ ↓↘← + HK ▷ K	Trial 17
LP ▷ MP ▷ MK ▷ st.HP ▷ ↓↘← + LP MP, →N↓↙ ▷ MP or HP	Trial 18
→N↓↙ ▷ P P, →N↓↙ ▷ P P, cr. HP ▷ →N↓↙ ▷ MP or HP	Trial 19, easier in the corner.
Cr.MP, cr.MP, cr.MK, →N↓↙ ▷ MP or HP, st.HP ▷ ↓↙→ + LP MP, ↓↙→ + LP	Trial 20, corner required.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

King

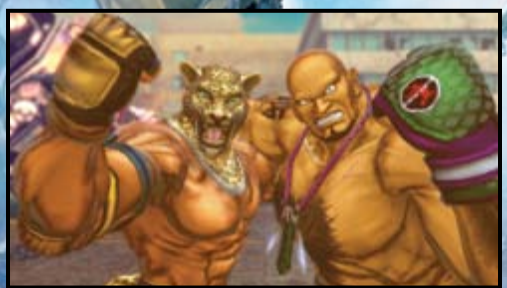
The Silent Jaguar

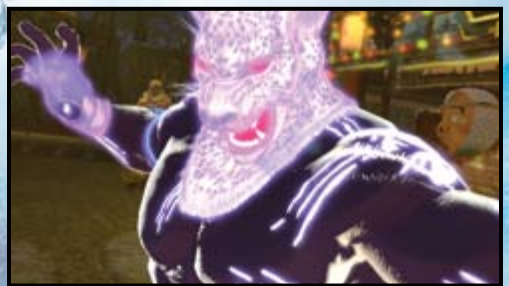
A pro wrestler who wears a Jaguar mask to the ring. He swore revenge against Armor King's killer, Marduk, but eventually reconciled with his monstrous adversary. He is a silent and serious fighter. King obtains information that a man fitting the description of Armor King has boarded a ship bound for the Antarctic, so he and Marduk begin their trek despite some uncertainty.

Win comment 1: That was a great fight! Next time, jump in the ring with me!
Win comment 2: You haven't even sprouted whiskers yet! Come back in a couple of years.
Win comment 3: Pro wrestling is #1!


Color 1


Color 2


Shocking Friendship


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



PRO WRESTLING IS #1!



King

DATA ARSENAL

Vitality	1000
Forward Dash Duration	17 frames
Backdash Duration	8 frames invulnerable, 11 frames airborne, 4 frames grounded (23 frames total)
Pre-jump Frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	5	2	9	+6	+2	SM, EX, SA, CA	—
2	Standing MP	High	60	6	3	17	+1	-3	SM, EX, SA, CA	—
3	Standing HP	High	90	15	2	21	+2	-3	—	—
4	Standing LK	Low	30	6	3	11	+3	-1	—	—
5	Standing MK	High	60	8	3	15	+3	-1	—	—
6	Standing HK	High	90	12	4	25	-4	-9	—	Airborne frames 5-22



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	4	3	10	+4	0	SM, EX, SA, CA	—
2	Close standing MP	High	60	6	4	14	+5	-1	SM, EX, SA, CA	Forces standing on hit
3	Close standing HP	High	90	8	5	23	-3	-8	SM, EX, SA, CA	—
4	Close standing LK	High	30	5	3	10	+4	0	—	—
5	Close standing MK	High	60	7	3	18	0	-4	SM, EX, SA, CA	—
6	Close standing HK	High	90	7	3	20	+2	-3	—	—





©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	2	8	+7	+3	SM, EX, SA, CA	—
2	Crouching MP	High	60	6	3	16	+2	-2	SM, EX, SA, CA	—
3	Crouching HP	High	90	8	4	25	-3	-9	SM, EX, SA, CA	Forces standing on hit
4	Crouching LK	Low	30	6	3	11	+3	-1	SM, EX, SA, CA	—
5	Crouching MK	Low	60	8	3	18	0	-4	SM, EX, SA, CA	—
6	Crouching HK	Low	90	12	3	31	Sweep knockdown	-14	—	Airborne frames 6-16



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120	10	3	25	Hard knockdown	-6
Notes								
Similar to Shoulder Tackle, full body invulnerability frames 1-13								



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	4	6	Until grounded, 4 frames landing	+12	+4	—	—
2	Vertical jumping MP	Mid	70	6	4	Until grounded, 4 frames landing	+16	+5	—	—
3	Vertical jumping HP	Mid	100	7	4	Until grounded, 4 frames landing	+20	+8	—	—
4	Vertical jumping LK	Mid	40	5	9	Until grounded, 4 frames landing	+12	+4	—	—
5	Vertical jumping MK	Mid	70	7	10	Until grounded, 4 frames landing	+16	+5	—	—
6	Vertical jumping HK	Mid	100	7	2	Until grounded, 4 frames landing	+20	+8	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

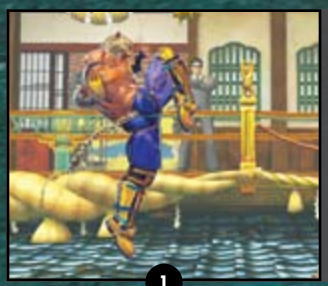
Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	5	7	Until grounded, 4 frames landing	+12	+4	—	—
2	Diagonal jumping MP	Mid	70	6	14	Until grounded, 4 frames landing	+16	+5	—	—
3	Diagonal jumping HP	Mid	100	8	8	Until grounded, 4 frames landing	+20	+8	—	—
4	Diagonal jumping LK	Mid	40	5	7	Until grounded, 4 frames landing	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	6	4	Until grounded, 4 frames landing	+16	+5	—	—
6	Diagonal jumping HK	Mid	100	7	12	Until grounded, 4 frames landing	+20	+8	—	—



Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping Knee Lift	↗ + MK	High	80	10	2	19	Floats	-4	—	Airborne frames 1-15, input MK during pre-jump frames 1-3
2	Disgraceful Kick	⇦ + MK	High	90	15	2	21	-1	-6	—	Crumples on Counter Hit, knockdown on airborne foes
3	Shoulder Tackle	⇨ + LK MP	High	110	22	3	25	Hard knockdown	-6	—	Armor frames 1-24, wall bounce on Counter Hit
4	Moonsault Body Press	⇨ + LP MK	Unblockable	110	50	8	64	Hard knockdown	—	—	Airborne frames 39-57



Jumping Knee Lift: King attacks with a knee thrust, launching opponents high into a float state. Jumping Knee Lift is a key component to King's combo arsenal, making it possible to perform high damage combos without the use of Cross Gauge. Most opponents can avoid Jumping Knee Lift by simply crouching, due to the angle of King's knee during the attack (however, Hugo and Kuma still cannot avoid it while crouching). So it is best saved as a punishing tool for slow recovering attacks and empty jumps as well as in combos (see **combo II**).

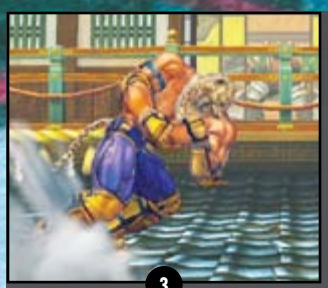


Disgraceful Kick: Disgraceful Kick is a standard kick attack that has decent range and priority. However, it is unique because it will cause a crumple if it connects as a Counter Hit, leading to some of King's most damaging combos.

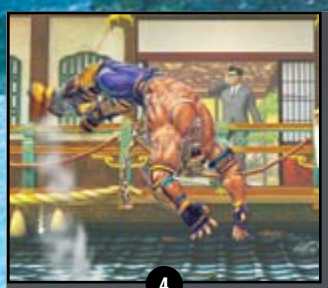
Disgraceful Kick can be used during pressure strings after an opponent's attack has been baited out. If you notice that your opponent likes to use fast normal moves (such as cr.LP) in retaliation to your own up-close pressure, try baiting out their attacks by making them block two hits of cr.LP (or a meaty cr.MP), waiting or walking backwards a moment, then performing Disgraceful Kick to Counter Hit.

If you score a crumple, you can either perform a vertical jumping HP into **combo I** or **III**, or go straight into **combo II** if the crumple was scored on a standing opponent. Jumping Knee Lift will whiff on a crouching crumpled opponent, so use **combo I** or **III** for guaranteed damage if it's not clear that the opponent was countered while crouching or standing. A standing crumple from Disgraceful Kick can also be followed with Giant Swing for easy damage.

Although Disgraceful Kick is unsafe if blocked, it can be difficult for an opponent to punish this move if it is used unexpectedly and (or) from maximum distance due to the mere -6 disadvantage it produces.



Shoulder Tackle: Shoulder Tackle is a close range attack that causes a wall bounce on Counter Hit. It is equipped with armor, absorbing one hit of any attack that isn't a throw, Super Art, or Cross Art. If it connects successfully, it knocks opponents to the other side of the screen for a hard knockdown. If it connects as a Counter Hit, Shoulder Tackle leads to a modified version of **combo II** for a hefty 446 damage. If blocked, it leaves you at a -6 frame disadvantage, even though the step forward that King takes for this attack can leave him at point-blank range for punishment. Learn your opponent's habits and attack patterns, then use this attack to blow through the holes in their offense.



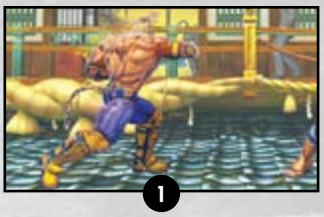
Moonsault Body Press: Moonsault Body Press is one of King's signature attacks, and retains its unblockable property from the *Tekken* series. Unfortunately, it starts up sluggishly at 49 frames and recovers even slower at 69 frames. Furthermore, although it looks like King is in a knockdown state upon recovery, King is actually in a standing state and can be punished as such during the entire duration of Moonsault Body Press' recovery. This attack can be used against overly defensive opponents; otherwise, it is easily interrupted with normal moves.

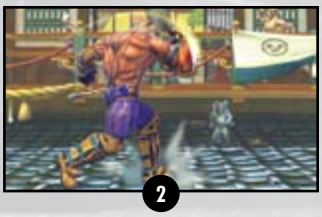
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.
From the Library of Chris Miller

Rolling Elbow Rush

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	⇨ + MP	High	60	4	2	15	+4	+1	—	Knockdown on airborne foes
	—	⇨ + MP ▷ MP	High	60	6	2	16	+3	0	—	Knockdown on airborne foes
2	Rolling Elbow Rush	⇨ + MP ▷ MP ▷ MP	Mid	80	12	2	22	+9	-4	—	Ground bounce on Counter Hit, knockdown on airborne foes

Rolling Elbow Rush: Rolling Elbow Rush is a quick series of elbows that boost similar speed and frame advantage as normal attacks. As such, the first elbow can be linked into and out of cr.LP, but the timing on this is tight.

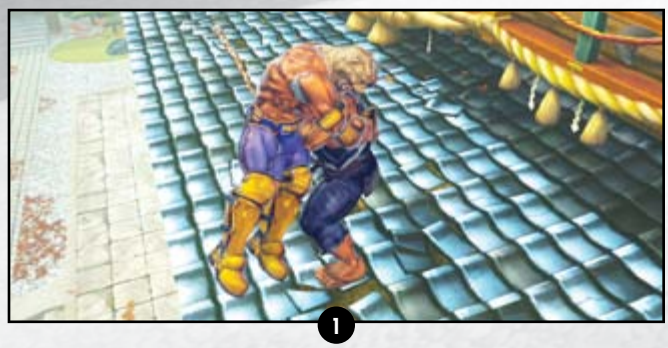

1

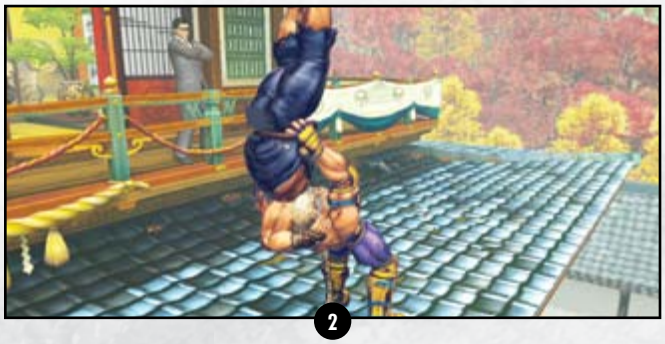

2

The third elbow is different. Not only does this move serve as an overhead, but it will cause a ground bounce if it connects as a Counter Hit. In addition, the third elbow will only combo if the second elbow is a Counter Hit—this is an unlikely scenario. Given this, the second elbow of Rolling Elbow Rush is used as bait for a Counter Hit ground bounce since it is neutral advantage on block and +3 advantage on hit. After an opponent blocks the second elbow, you can opt to continue with the elbow to check their high guard, stop the elbow sequence and continue with a throw or cr.LP, or continue with the elbow in attempt to score a Counter Hit during your opponent's attempt to counter-poke. If the last elbow is blocked, you are only at a -4 frame disadvantage, making this attack difficult to punish.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Winding Nut	⇨ or N + LP + LK	Throw	130	7	2	20	—
2	Suplex	⇦ + LP + LK	Throw	130	7	2	20	—


1


2

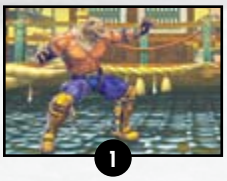
Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Mid-Air Leg Screw	⇨ + P P	Counter	170	—	—	53	Hard knockdown	—	—	Counters air attacks frames 1-17
	Leg Screw	⇨ + K K	Counter	170	—	—	53	Hard knockdown	—	—	Counters high and mid standing attacks frames 1-17
2	LP Running Jaguar Bomb	⇨⇩⇘ + LP	Air throw	150	12	2	27	Hard knockdown	—	—	—
	MP Running Jaguar Bomb	⇨⇩⇘ + MP	Air throw	160	14	2	31	Hard knockdown	—	—	—
	HP Running Jaguar Bomb	⇨⇩⇘ + HP	Air throw	170	16	2	39	Hard knockdown	—	—	—
	EX Running Jaguar Bomb	⇨⇩⇘ + P P	Air throw	200	13	2	24	Hard knockdown	—	—	Upper body strike invulnerability frames 1-14—
3	LK Konvict Kick	⇨⇩⇘ + LK	High	50	12	3	16	+3	-2	—	Input K within 15 frames of connecting for DDT, K input during any frames of startup will prevent DDT from executing
	MK Konvict Kick	⇨⇩⇘ + MK	High	60	14	3	20	-1	-6	—	Input K within 15 frames of connecting for DDT, K input during any frames of startup will prevent DDT from executing
	HK Konvict Kick	⇨⇩⇘ + HK	High	70	16	3	23	-4	-9	—	Input K within 15 frames of connecting for DDT, K input during any frames of startup will prevent DDT from executing
	EX Konvict Kick	⇨⇩⇘ + K K	High	100	11	3	11	+12	+3	—	Input K within 15 frames of connecting for DDT, K input during any frames of startup will prevent DDT from executing
4	DDT	(during Konvict Kick) K	Hit throw	90	—	—	—	Hard knockdown	—	—	

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
5	LP Giant Swing	⇦ ⬀ ⇩ ⬁ ⇨ + LP	Standing throw	250	18	2	33	Hard knockdown	—	—	—
	MP Giant Swing	⇦ ⬀ ⇩ ⬁ ⇨ + MP	Standing throw	230	18	2	39	Hard knockdown	—	—	—
	HP Giant Swing	⇦ ⬀ ⇩ ⬁ ⇨ + HP	Standing throw	210	18	2	39	Hard knockdown	—	—	—
	EX Giant Swing	⇦ ⬀ ⇩ ⬁ ⇨ + P P	Standing throw	230	19	2	32	Hard knockdown	—	—	Full body strike invulnerability frames 1-20
6	LK Tomahawk	⇦ ⬀ ⇩ ⬁ ⇨ + LK	Crouching throw	200	18	2	24	Hard knockdown	—	—	—
	MK Tomahawk	⇦ ⬀ ⇩ ⬁ ⇨ + MK	Crouching throw	180	18	2	27	Hard knockdown	—	—	—
	HK Tomahawk	⇦ ⬀ ⇩ ⬁ ⇨ + HK	Crouching throw	170	18	2	30	Hard knockdown	—	—	—
	EX Tomahawk	⇦ ⬀ ⇩ ⬁ ⇨ + K K	Crouching throw	180	19	2	23	Hard knockdown	—	—	Full body strike invulnerability frames 1-20
7	Reverse Arm Slam Combo	⇩ ⬀ ⇦ + P	High	20, 110	17	5	23	Hard knockdown	-11	—	Can be Super Charged: 51 frames for EX version, 100 frames for Super Art
—	EX Reverse Arm Slam Combo	⇩ ⬀ ⇦ + P P	High	20, 50, 100	13	5	23	Hard knockdown	-11	—	Can be Super Charged 51 frames for Super Art, full body invulnerability frames 3-12

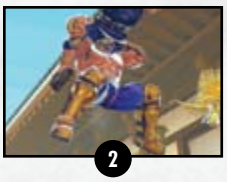


Mid-Air Leg Screw: Mid-Air Leg Screw is a counterattack that will automatically counter any aerial attacks that come into contact with it during frames 1-17, including unique and Special Moves. Upon connecting, King performs a damaging takedown, causing a hard knockdown. Mid-Air Leg Screw begins catching aerial attacks on frame 2, allowing you to use it late when reacting to a jump-in attack. The counter will catch not only jumping attacks but also any attack coming from an aerial opponent such as Ken's Tatsumaki Senpukyaku, M. Bison's Psycho Crusher, and King's own (Jaguar Step) High Elbow Drop. However, it is ineffective against projectiles, throws, Super Arts, and Cross Arts.

King is vulnerable to all non-aerial attacks during Mid-Air Leg Screw. Obvious attempts at countering jumping attacks with Mid-Air Leg Screw are easily baited out by performing an empty jump and punishing its recovery upon landing. As such, this Special Move should be used to deter opponents from using aerial attacks rather than relying on it to stop all aerial offense. Successfully landing this counter at least once will force opponents to think twice about their attacks, making your opponent's offense more predictable.

Leg Screw: This grounded version of Mid-Air Leg Screw will catch all standing grounded attacks including launchers, overheads (such as Ryu's Collarbone Breaker), Special Moves (such as Paul's Phoenix Smasher), or non-crouching low attacks (such as Jin's Lunging Low Roundhouse Kick). If an attack is successfully countered with Leg Screw, the opponent is put into a hard knockdown state where King can start his strong, close range offense.

Leg Screw is extremely vulnerable to aerial attacks, crouching attacks (both high and low), projectiles, throws, Super Arts, and Cross Arts. While aerial attacks often give a visual cue (such as jumping) to prompt you to perform Mid-Air Leg Screw, grounded attacks can be much less obvious to counter with Leg Screw. However, Leg Screw's 1 frame startup makes it usable during the gaps of a block string, such as Jin's Inner Axe, Abel's Change of Direction, or Poison's Whip of Love. Leg Screw is best used sparingly to remind opponents of the threat of this move, rather than playing a risky guessing game with it.



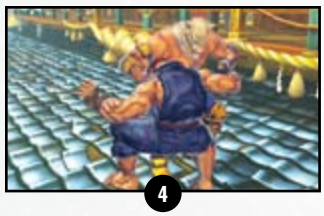
Running Jaguar Bomb: Even though it behaves like a throw, Running Jaguar Bomb is actually a high attack that only connects on aerial opponents. Because of this, it can be used to add a significant amount of damage to combos ending in a juggle. King runs forward slightly during the entire duration of the attack. The distance traveled, startup, and damage done are increased as the strength of the attack used increases, HP covering the farthest lateral distance. However, all normal versions of Running Jaguar Bomb suffer from a startup that is too long to use reliably as anti-air. If telegraphed, Running Jaguar Bomb can be used as a way to punish opponents attempting to jump away from ground pressure, but this is a risky maneuver that must be used sparingly.

EX Running Jaguar Bomb, on the other hand, has upper body strike invulnerability during startup, making it impossible to be interrupted by aerial attacks. Even though this attack still suffers from a 12 frame startup time, it is much more reliable to use as anti-air than its non-EX counterparts.

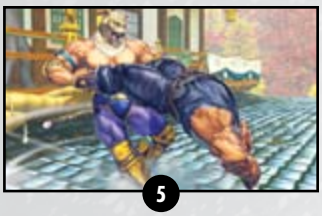


Konvict Kick: King performs a signature kick attack. A successfully landed Konvict Kick can be followed with DDT so long as K is input within 15 frames of connecting. If K is input anytime during Konvict Kick's startup, King will not transition into DDT.

Konvict Kick is mainly for combos and is easily used in combos when canceled into from normal moves. LK Konvict Kick is -2 on block, making it safe to use in block strings. EX Konvict Kick is different because it grants a generous +12 frames of advantage, making it possible to link into anything that starts up in 12 frames or less. This includes crouching LP, crouching MK, or even Jumping Knee Lift. King takes a step forward when performing Konvict Kick, so positioning isn't much an issue when it comes to linking attacks after a successful EX Konvict Kick.

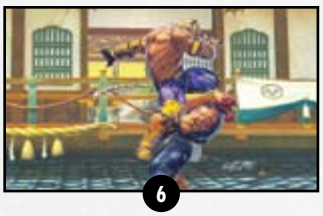


DDT: DDT is a throw attack performed by inputting K within 15 frames of Konvict Kick successfully connecting on an opponent. DDT adds an extra 90 damage and hard knockdown to Konvict Kick, making it ideal to follow with in most situations where any non-EX version of the kick is performed.



Giant Swing: Giant Swing is a standing throw, meaning it will only connect on standing opponents and whiff on aerial or crouching opponents. Despite this, Giant Swing is one of the most powerful command throws in the entire game. LP Giant Swing does 250 damage, recovers 6 frames faster than the MP and HP versions, but has the shortest range. MP Giant Swing has increased range and recovery but does slightly less damage. HP Giant Swing boasts the longest throw range in addition to the step forward he takes while performing it, but it does the least amount of damage. EX Giant Swing features full body strike invulnerability during its startup and can be used to grab opponents out of their standing attacks.

Its startup is slow compared to other command grabs (such as Marduk's or Zangief's), so it is best used after conditioning opponents to Tomahawk, a crouching throw. Its range is greater than that of most command grabs, so it can be used at deceptive ranges where opponents will not normally expect a command grab. It can also be used as an option select for opponents trying to avoid jumping attacks on wakeup with a backdash (see Overview section).



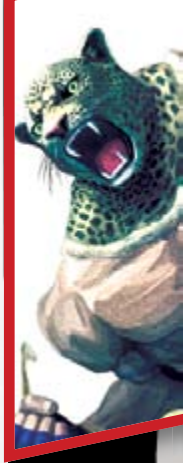
Tomahawk: Tomahawk is the opposite of Giant Swing because it will only connect on crouching opponents. Against standing opponents, it results in a whiff that your opponent can punish easily. The attack strength used determines the damage, throw range, and lateral travel distance of the throw. LK Tomahawk is the most damaging, recovers slightly faster than MK or HK, but suffers from the shortest range. HK Tomahawk moves King forward the farthest and has the largest throw range, but it does 30 less damage and recovers 6 frames slower. MK Tomahawk falls in the middle in terms of damage, distance, throw range, and recovery. EX Tomahawk is similar to normal versions of Tomahawk but has full body strike invulnerability during startup and can be used to blow through poorly timed crouching attack block strings.

Because of Tomahawk's discreet startup animation and overhead property, it is generally easier to connect with it than Giant Swing. After making opponents wary of Tomahawk, you can then utilize attacks that are effective against standing opponents, such as Giant Swing and cr.LK.

Reverse Arm Slam Combo: This Special Move is a hit throw in which King continues with a suplex into a hard knockdown after the initial elbow attack connects. EX Reverse Arm Slam Combo is full body invulnerable for a short window and can be used to blow through an opponent's offense. However, the first 2 frames of startup do not have invulnerability, so it cannot be used safely as a reversal on wakeup.

Reverse Arm Slam Combo starts up relatively quickly and is useful in quick hit-confirmable combos, such as cr.LP, cr.MP ▷ ⇩ ⬀ ⇦ + P. Even if the elbow attack connects at maximum range or an awkward juggle angle, the suplex will always follow. Therefore, situations where an opponent is juggled unexpectedly or awkwardly (such as landing a Counter Hit air-to-air normal move) can be ended reliably in Reverse Arm Slam Combo. It also leaves the opponent in close proximity after a hard knockdown, providing optimal footing to set up an offense.



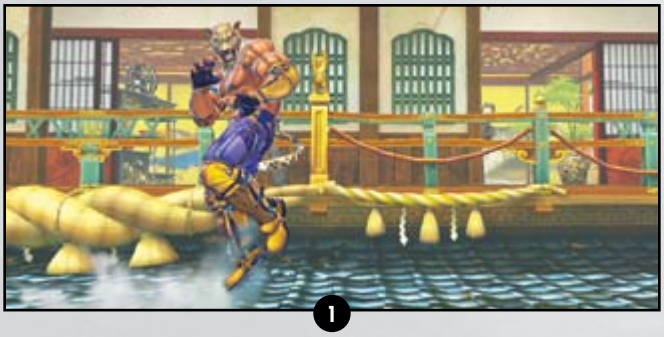


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Jaguar Step

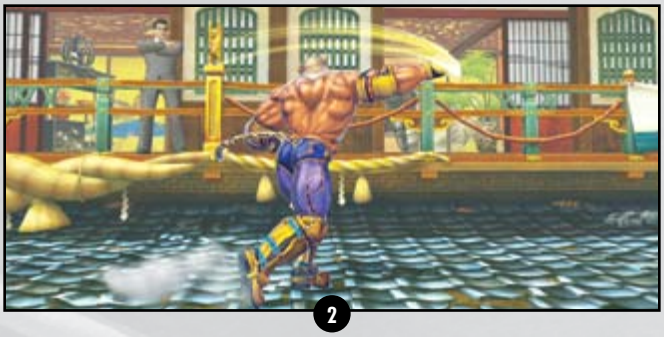
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jaguar Step	K K	—	—	—	—	33	—	—	—	Full body invulnerability frames 7-27, follow-up inputs taken frames 8-27, Special Move performed on frame 28
2	Lariat	(during Jaguar Step) LP	High	70	15	3	23	+7	-9	—	Full body invulnerability frames 1-8
3	High Elbow Drop	(during Jaguar Step) MP	Mid	80	24	3	24	Ground bounce	-10	—	Full body invulnerability frames 1-10, airborne frames 1-26
4	Water Surface Kick	(during Jaguar Step) K	Low	140	24	3	25	Hard knockdown	-11	—	Full body invulnerability frames 1-10



Jaguar Step: Jaguar Step is a stance-like move that makes King perform a spinning hop forward. During this hop, King becomes fully invulnerable for 20 frames, punishable for 6 frames on both startup and recovery. Lariat, High Elbow Drop, and Water Surface Kick become available to use during this Special Move. The input for the move is taken during the step and is then performed on the 28th frame.

Jaguar Step can be used both defensively and offensively. With careful timing, it can be used to swiftly pass through any attack, including throws, Super Arts, and Cross Arts. You can counter an opponent attempting to jump in with HK and follow with crouching attacks by avoiding the aerial attack with Jaguar Step and then performing High Elbow Drop. Counter projectiles at mid range by passing through them with Jaguar Step then striking your opponent's projectile recovery with Lariat. Take advantage of overly defensive opponents by canceling a normal move into Jaguar Step and mixing up between any of the three follow-ups.

If opponents are anticipating Jaguar Step, it becomes easier to punish despite its large window of invulnerability. Frequent use of Jaguar Step is often punished by quick attacks on its recovery. Carefully choose your opportunities to attempt Jaguar Step in order to avoid becoming predictable in its use.



Lariat: Lariat is the quickest attack out of Jaguar Step, taking 14 frames until becomes active. It causes a large amount of hitstun, allowing attacks that are 8 frames or faster to link afterwards. Lariat can be used against opponents attempting to punish Jaguar Step's recovery on reaction, especially when they are expecting a High Elbow Drop. King takes a step forward when performing Lariat, however, making this attack unsafe if blocked.



High Elbow Drop: High Elbow Drop is an overhead attack that causes a ground bounce when it connects. Although it starts in 23 frames, it can be difficult to block on reaction if used unexpectedly. Opponents hit by the elbow are not bounced particularly high, but there is still time to juggle with cr.LP into a combo after recovering. High Elbow Drop is prone to interruption on startup as well as being unsafe on block, so this attack should not be used frequently.



Water Surface Kick: Water Surface Kick is a low sweep attack performed out of Jaguar Step. It is one of the most damaging low attacks in the game, causing 140 damage and a hard knockdown if it lands. It can be used as an alternative to the High Elbow Drop overhead to check low guard. It is prone to being interrupted during startup as well as being unsafe on block, but it can be difficult for an opponent to punish this attack if it is blocked at maximum range.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Notes
1	Wonderful Mexican Special Combo	↓↙← + P P P	High	20, 90, 90, 100	12/ 26	5	22	Hard knockdown	-10	63 frame cinematic freeze before attack begins, full body invulnerability frame 1, 14 frames or less of running during startup, full body invulnerability frames 1-10 of close proximity strike
2	Muscle Buster	(after 2 successful hits of Wonderful Mexican Special Combo) ↓↙← + P	—	138	—	—	—	Hard knockdown	—	—

Wonderful Mexican Special Combo: After connecting with the initial attack, King transitions into a cinematic sequence of grapples that end in a hard knockdown. The startup of Wonderful Mexican Special Combo is actually two sequences: King runs at the opponent until 14 frames have passed or the opponent is in close range and then performs an elbow attack that is full body invulnerable for 10 frames. If the opponent is already close upon activation, King will go straight into the invulnerable elbow animation. Wonderful Mexican Special Combo is easily used in combos when canceled into from normal moves, Boost Combos, and juggles. At close range, it can also be used to interrupt an opponent's offense due to the window of invulnerability that it has on startup. Note that King is not invulnerable while running towards an opponent from a distance during the startup of this attack. King is invulnerable only immediately before and during the elbow.


1

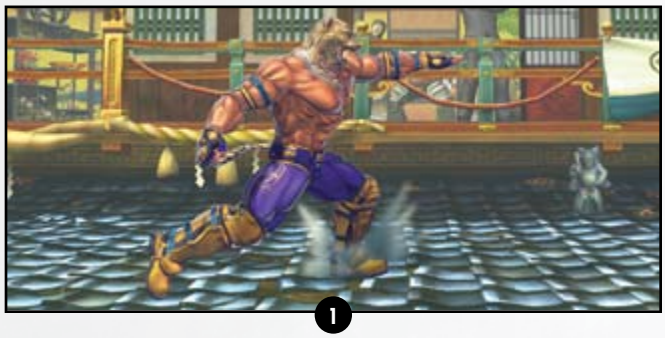
Muscle Buster: Muscle Buster is performed by inputting ↓↙← + P anytime during the cinematic of the second hit of Wonderful Mexican Special Combo. Though Muscle Buster adds 38 damage to Wonderful Mexican Special Combo, the opponent is knocked about two dashes away afterwards as opposed to the usual third hit of the Super Art. This makes it difficult to set up a solid offense on the opponent's wakeup. In addition, combos that have been affected by damage scaling will see a miniscule damage boost from Muscle Buster.


2

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Notes
1	↓↘→ + MP MK	High	100	9	2	31	Switch	-10	Full body invulnerability frames 1-9

King strikes with an arm chop and continues into a cinematic series of attacks that leads to his partner's Super Art at the cost of three blocks of Cross Gauge. This attack starts up in 7 frames and is fully invulnerable throughout startup, making it usable as a last-ditch defensive tool. A combo of cr.LP, cr.MP ▷ ↓↘→ + MP MK is hit-confirmable and deals a large amount of unrecoverable damage.


1

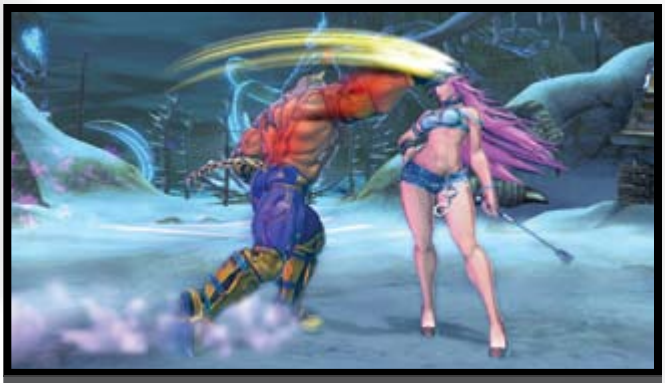
YOU HAVEN'T EVEN SPROUTED WHISKERS YET! COME BACK IN A COUPLE OF YEARS.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



At mid range, punish projectiles by first passing through them with Jaguar Step…



…then punish with Lariat linked into cr.LP for a combo.

Although King has little to threaten opponents at long to mid range, he becomes increasingly more dangerous as he approaches striking range to close range. Most of King's Special Moves and combos lead to hard knockdowns, which in turn put King in the optimal position to further mix up an opponent into another hard knockdown.

One of King's best attacks at close range is crouching LP. It starts up in a speedy 3 frames, grants a +3 frame advantage on block, and can be used as a hit confirm into combos that end in a hard knockdown. Cr.LP can be used in tandem with Rolling Elbow Rush when up close. Though the timing is strict, you can use block strings of cr.LP, ⇨ + MP, cr.LP to hit confirm into combos. You can also hit confirm into the second elbow of Rolling Elbow Rush, which is at neutral frame advantage on hit. From here you can either continue to harass with cr.LP, attempt a Counter Hit with the third hit of Rolling Elbow Rush, or attempt a normal or command throw. Cr.LP can also be used to set up a Counter Hit trap with Disgraceful Kick: perform cr.LP twice, wait or walk backwards a moment, then perform Disgraceful Kick. This works best against opponents who constantly try to counter-poke when put in a defensive position. Also, any blockstring starting with cr.LP can be made safe by ending with LK Konvict Kick, which is safe on block.

Once opponents are trained to block, you can start utilizing LK Tomahawk to inflict big damage (200) and make opponents think twice about blocking low. LK Tomahawk can be ticked into during blockstrings (for example, after a blocked cr.LP) or after a blocked jumping attack. After successfully connecting with Tomahawk, you can then punish your opponent's attempt to avoid Tomahawk with cr.LK into a Boost Combo or Giant Swing.

Although King's offense outshines his defense, he still has several options to work with defensively. The most obvious options are his Mid-Air Leg Screw and Leg Screw, which counter aerial attacks and standing attacks respectively. These counters will catch attacks on the second frame, allowing them to be used as a reactionary tool. Mid-Air Leg Screw will catch any aerial attacks, even attacks that seem to be grounded (such as Ryu's Shoryuken, although Ken and Akuma's Shoryukens do not behave in the same manner). These counters should be used to control the opponent's offensive options and instill fear into them, forcing a change of game plan. If an opponent attempts a jump-in attack and is caught by Mid-Air Leg Screw, they may decide to use empty jumps instead (which can then be countered by Jumping Knee Lift) or to not jump at all for the rest of the match. Blockstrings that are otherwise difficult to counter can be stopped with Leg Screw, which will make opponents think twice about the frequency of using blockstrings. Connecting with Mid-Air Leg Screw or Leg Screw just once or twice per match shows the opponent that these counters do exist and that you are capable of utilizing them.

Jumping attacks can also be countered with close standing MP. Unlike most normal moves, additional hitboxes are not added during King's cl.MP. This means that his arm cannot be attacked while it is being performed. With proper positioning and early timing, cl.MP becomes a reliable anti-air attack that doesn't make King any more vulnerable than his regular standing position. Cl.MP can also be canceled into Jaguar Step for a mix-up opportunity. Even though it costs one block of Cross Gauge, the upper body strike invulnerability during the startup of EX Running Jaguar Bomb makes it much more reliable as anti-air than its non-EX counterparts.

Jaguar Step is another move that can be used defensively. Though it has a 6 frame window of vulnerability on startup, it then gains a 20 frame window of invulnerability during the hop. This window of invulnerability can be used to simply pass through attacks, such as jump-ins or projectiles. Even though all three of Jaguar Step's follow-ups lead to noteworthy damage, you can opt to pass through an attack with Jaguar Step, let it recover, and perform any of King's close options (such as cr.LP into a combo).

King also has several attacks to use defensively, which are full body strike invulnerable. Poorly timed crouching blockstrings can be interrupted with EX Tomahawk if your opponent's link timing is off even a frame or two. If you notice your opponent is using a standing blockstring (such as Jin's hit confirm of cr.LP linked into Shun Masatsu, a standing unique move), you can use EX Giant Swing to punish any gap in link timing between the crouching attack and standing attack. You can also use the armor on Shoulder Charge to plow through attacks or the invulnerability frames of EX Reverse Arm Slam to force your way through your opponent's offense. Tactics such as these are best used when you've become accustomed to your opponent's attack patterns and behavior.

Opponents waking up from a hard knockdown are in a precarious position against King. Since most of King's offensive and defensive measures ultimately lead to hard knockdowns, mastering King's wakeup game is paramount. Cr.LP is a staple of King's wakeup game due to its favorable frame advantage, speed, and its use in hit-confirming into combos. Tomahawk can be particularly difficult to react to on wakeup: time it to become active soon after the opponent gets up and becomes throwable. Once opponents are conditioned by Tomahawk, mix in cr.LK to punish opponents attempting to avoid Tomahawk by standing or jumping away.



With early timing, close standing MP can be used as an anti-air attack.

Diagonal jumping MK is essential to King's wakeup game. Both legs become active hitboxes during the kick, making it perfect for deep, ambiguous cross-ups. In addition, it can be used as part of an option select for opponents trying to avoid diagonal jumping MK with a backdash on wakeup. When performing diagonal jumping MK on your opponent's wakeup, input the command for HP Giant Swing right as the attack connects. If the opponent is hit, the Giant Swing input becomes void since the hit stop caused by the jump kick keeps King in the air longer than expected. You can then continue into a combo as usual. The same thing will occur if diagonal jumping MK is guarded, in which you can continue with offensive pressure or a Tomahawk attempt. If the opponent backdashes, King will land faster than on hit or block due to the attack whiffing. King can immediately land and go into HP Giant Swing, which has enough range to catch a backdashing foe. If timed correctly, this option select stops your opponent from using a backdash to escape from this knockdown setup.

THAT WAS A GREAT FIGHT! NEXT TIME, JUMP IN THE RING WITH ME!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LP, cr.LP, cr.MP ▷ ⇨⇩⬂ + HK ▷ HK

(211 damage)

This is a hit-confirmable combo off King's crouching LP. After seeing the second crouching LP connect, quickly react by linking crouching MP into Konvict Kick ▷ DDT for a hard knockdown.

Although the combo only does a moderate amount of damage on its own, its strength lies in its versatility. For ease of execution and reliability, crouching MP can be canceled into Reverse Arm Slam instead (199 damage, 227 damage using EX Reverse Arm Slam), which does comparable damage and also grants a hard knockdown. If meter permits, this combo can also be ended with Wonderful Mexican Special Combo (337 damage, 351 damage with Muscle Buster).

The initial punches in the combo can also be confirmed into a Boost Combo by doing cr.LP, cr.LP, st.LK ▷ cr.MK ▷ cl.HP, which can then be canceled into EX Reverse Arm Slam (236 damage), EX Konvict Kick (see **combo III**), Wonderful Mexican Special Combo (340 damage, 346 with Muscle Buster), or finished into a Cross Rush by continuing with HP or HK. Even though you can link into any sort of Boost Combo after crouching LP, the speed and range of st.LK combined with the lateral range of cr.MK and cl.HP (note that st.HP isn't possible during Boost Combos, only the close version) will guarantee the Boost Combo to connect in full after any crouching LP, no matter how far it connects. St.LK ▷ cr.MK ▷ st.HP will even connect after three hits of crouching LP done at close range.

II. ⬂ + MK, ⬂ + MK, ⬂ + MK, cr.HP ▷ ⇨⇩⬂ + HP

(389 damage)

With a wide opening (such as a poorly timed tag or slow recovering Special Move), Jumping Knee Lift can be used to inflict a significant amount of damage. An advantage of Jumping Knee Lift is the lateral distance it travels, allowing you to always be in range to juggle after any Jumping Knee Lift. Thus, this combo will usually work if you hit the initial Jumping Knee Lift on a grounded or mid-height aerial opponent.

After the initial Jumping Knee Lift, linking the next two knees can be timed early or late depending on the altitude you prefer your opponent to be for juggling timing. Early knees are harder to time but will give you the most height for juggling. Late knees are easier to time but will give you slightly less time to follow with a juggle. The combo closes with crouching HP canceled into HP Running Jaguar Bomb for maximum damage, but you can cancel into Reverse Arm Slam instead for a slightly easier, less damaging ender. Alternatively, crouching HP can be substituted for yet another Jumping Knee Lift into a Switch Cancel if you've enough Cross Gauge to spare. For unrecoverable damage, crouching HP can be canceled into Wonderful Mexican Special Combo (494 damage, 504 with Muscle Buster); however, you must make sure crouching HP juggles as the opponent nears the ground to confirm that the initial hit of Wonderful Mexican Special Combo doesn't sail under the opponent.

This combo is great for punishing opponents who are using empty jumps to bait out Mid-Air Leg Screw. However, landing an early Jumping Knee Lift on a high-altitude opponent can launch them extremely high, so the next knee should be timed slightly late so that it doesn't whiff. After the second knee, the combo can be continued as usual.

Note that this combo is also great to use as a follow-up to a Counter Hit Disgraceful Kick for a whopping 451 damage. However, if Disgraceful Kick connects as a Counter Hit on a crouching opponent, Jumping Knee Lift will whiff due to the height of King's knee. Therefore, using **combo I** or **III** is preferable in this scenario. This combo can also be used as a follow-up to a Counter Hit Shoulder Tackle by omitting the first knee for a total of 446 damage.

III. Cr.LP, cr.LP, st.LK ▷ cr.MK ▷ cl.HP ▷ ⇨⇩⬂ + KK, ⬂ + MK, ⬂ + MK, ⬂ + MK, cr.HP ▷ ⇨⇩⬂ + HP

(279 damage, 1 block required)

This combo is a hybrid of **combo I** and **II**. With a block of Cross Gauge to burn, King's combos can be extended with EX Konvict Kick. The key to this combo is cr.HP during the Cross Rush. Since it forces the opponent into a standing position, it allows you to link ⬂ + MK (Jumping Knee Lift) after EX Konvict Kick, which normally would not connect on a crouching opponent.

To help with the Jumping Knee Lift link after EX Konvict Kick, try holding ⬂ during Konvict Kick so that you only have to worry about the timing of MK rather than a double input of ⬂ + MK. Every Jumping Knee Lift thereafter should be performed with the normal input because the timing to juggle with the knees isn't as crucial as it is to link after EX Konvict Kick.

IV. KK, MP, cr.LP, cr.LP, cr.HP ▷ ⇨⇩⬂ + HP

(299 damage)

This combo takes advantage of the ground bounce caused by (Jaguar Step) High Elbow Drop. Damage scaling isn't an issue in this combo since it only consists of 5 hits, enabling it to do a significant amount of damage. This combo can also be used when the third hit of Rolling Elbow Rush connects as a Counter Hit.

You have 7 frames to link crouching LP after recovering from High Elbow Drop, which makes this combo relatively easy to perform. Note that cr.LP, cr.HP must be timed as a link, not a chain, for this combo to work properly. HP Running Jaguar Bomb can be substituted for Wonderful Mexican Special Combo (404 damage, 414 with Muscle Buster) if you have enough Cross Gauge to spare.

V. Cr.LP, ⬂ + MK, cr.HP ▷ ⇨⇩⬂ + HP

(damage varies based on damage scaling, requires partner's launcher, Cross Rush, or Switch Cancel)

This combo can be used when King comes in after a partner's launcher, Cross Rush, or Switch Cancel. Crouching LP is used to position the opponent for the Jumping Knee Lift juggle. Try to perform it as early as possible to allow the maximum time to link Jumping Knee Lift.

This combo can be modified to replace the initial crouching LP with another Jumping Knee Lift instead, increasing the damage of the combo overall. However, connecting Jumping Knee Lift after a launcher or Cross Rush can be difficult to connect consistently. This is best saved for Switch Cancels that are performed off an attack that launches the opponent extremely high (such as Xiaoyu's (Phoenix Stance) Wave Crest or Asuka's Double Lift Kicks) to allow sufficient time to connect Jumping Knee Lift.

Combo Appendix

Sequence	Notes
Cr.LP, ⇨ + MP, cr.LP, cr.MP ▷ ⇩⬂⇦ + P	—
⇨ + MP, st.LP	Trial 10
J.HP, cl.HP ▷ ⇨⇩⬂ ▷ K ▷ K	Trial 11
Cl.MP, cr.LP ▷ cr.MK ▷ cr.HK	Trial 12
⬂ + MK, ⇨ + LK MP	Trial 13
KK, P, cr.MK ▷ ⇨⇩⬂ + P	Trial 14
KK, LP, cr.HP ▷ ⇩⬂⇦ + P	Trial 15, 1 frame link from Lariat to cr.HP
J.MP, cr.LP, cr.LK ▷ cr.MP ▷ ⇩⬂⇦ + PPP	Trial 16
J.MK, ⬂ + MK, ⬂ + MK, ⬂ + MK, ⬂ + MK, ⇨⇩⬂ + P	Trial 17
⇨⇩⬂ + KK, cr.MP ▷ cr.HP ▷ ⇨⇩⬂ + KK, cr.MP ▷ ⇨⇩⬂ + K ▷ K	Trial 18
Cl.MP, ⇨ + MP, cr.LP ▷ cr.MP ▷ cr.HP ▷ ⇩⬂⇦ + PPP, ⇩⬂⇦ + P	Trial 19
Cl.LK, cr.LP, st.LK ▷ st.MP ▷ ⇨⇩⬂ + KK, ⬂ + MK, ⇩⬂⇦ + PP	Trial 20

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Kuma

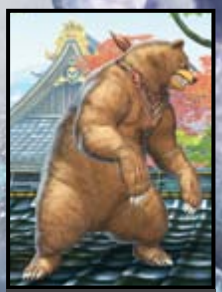
Raging Beast

A ferocious bear who uses a variation of the Heihachi Mishima style of karate. He is more than a mere pet to Heihachi and stands as sort of a partner with him. When Jin was in control of the Mishima Zaibatsu, Kuma rescued the company in Heihachi's stead. He has also sat on the Mishima Zaibatsu's board of directors but lost control of the leadership to Jin. Filled with the desire for revenge, he reunites with his master Heihachi and heads to the Antarctic.

Win comment 1: Not bad. We ought to team up next time instead of being enemies.

Win comment 2: What's the matter, scared of a bear? How about you hold still so I can clean my claws?

Win comment 3: I am Kuma!



Color 1



Color 2



Overwhelming Intimidation



Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

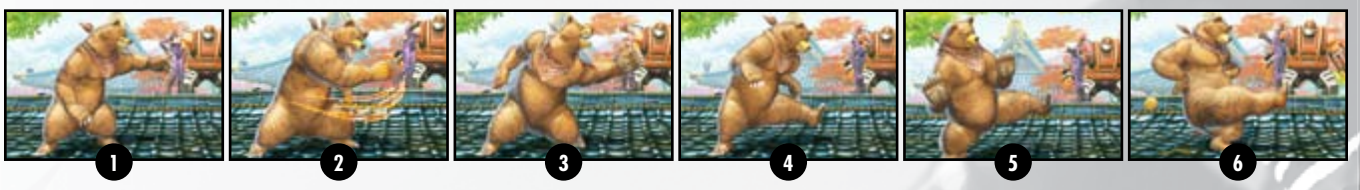


DATA ARSENAL

Vitality	1100
Forward Dash Duration	23 frames (21 frames during Hunting)
Backdash Duration	8 frames invulnerable, 10 frames airborne, 8 frames grounded (26 frames total; during Hunting 8 frames invulnerable, 17 frames grounded, 25 frames total)
Pre-jump Frames	7 frames
Vertical Jump (and High Jump) Duration	36 frames (37 frames)
Diagonal Jump (and High Jump) Duration	36 frames (37 frames)

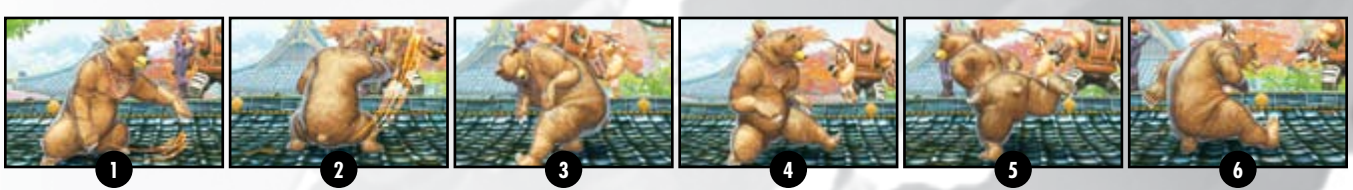
Standing Normal Moves (ST.)

Graphic	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	40	5	3	9	+5	+1	SM, EX, SA, CA	—
2	Standing MP	High	70	13	4	17	0	-4	SM, EX, SA, CA	—
3	Standing HP	High	110	13	4	29	-8	-13	SM, EX, SA, CA	—
4	Standing LK	High	40	7	3	8	+6	+2	—	Kuma's hurtbox shifts backward frames 3-14
5	Standing MK	High	70	6	5	14	+2	-2	SM, EX, SA, CA	—
6	Standing HK	High	110	13	6	20	-1	-6	SM, EX, SA, CA	—



Crouching Normal Moves (CR.)

Graphic	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Advantage on Guard	Cancelable	Notes
1	Crouching LP	High	40	5	2	12	+3	-1	SM, EX, SA, CA	—
2	Crouching MP	High	70	11	4	16	+3	-3	SM, EX, SA, CA	Forces standing on crouching target
3	Crouching HP	High	110	14	4	19	+2	-3	SM, EX, SA, CA	Counter Hit causes slip (+18) versus crouching target
4	Crouching LK	Low	40	5	3	9	+5	+1	SM, EX, SA, CA	—
5	Crouching MK	Low	70	14	9	13	0	-4	SM, EX, SA, CA	—
6	Crouching HK	Low	110	15	3	27	Sweep	-10	SM, EX, SA, CA	Sweep knockdown



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

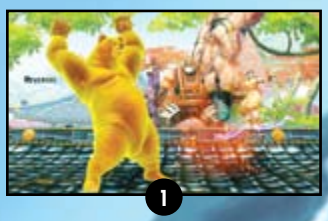
Launcher

Graphic	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Advantage on Guard	Cancelable
1	HP HK	High	100	12	2	53	Switch	-33	—
Notes									
Crushes crouching attacks, switches characters while launching opponent									



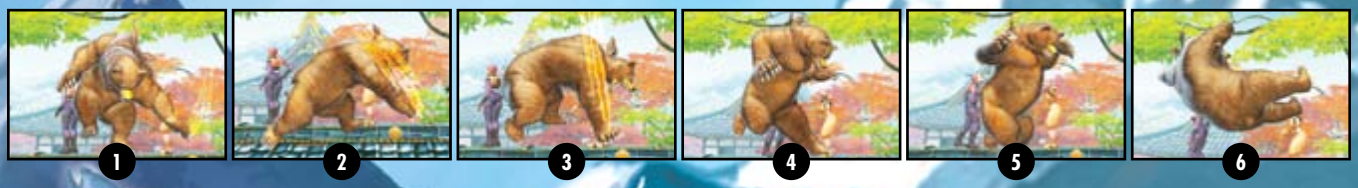
Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	130	14	2	35	Hard knockdown	-11
Notes								
Invulnerable frames 1-15, resembles Grizzly Fling								



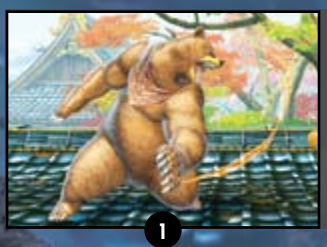
Jumping Normal Moves

Graphic	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	50	9	3	Until grounded, 4 frames landing	+12	+4	—	—
2	Jumping MP	Mid	80	10	3	Until grounded, 4 frames landing	+16	+5	—	—
3	Jumping HP	Mid	120	10	6	Until grounded, 4 frames landing	+20	+8	—	—
4	Jumping LK	Mid	50	8	5	Until grounded, 4 frames landing	+12	+4	—	—
5	Jumping MK	Mid	80	10	7	Until grounded, 4 frames landing	+16	+5	—	—
6	Jumping HK	Mid	120	12	3	Until grounded, 4 frames landing	+20	+8	—	—



Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Bear Smash	⇨ + HP	High	60, 40	20	5	19	+3	-2	SM, EX, SA, CA	—



Bear Smash: Bear Smash looks a lot like standing HP, but it's not quite the same. It hits twice and has slightly longer range, either of the hits are cancelable. Bear Smash is also slower to startup than st.HP, but it's also much safer if blocked. When poking with Bear Smash, feel free to cancel to LP Megaton Claw. On block, Kuma is left at -2 from both Bear Smash and LP Megaton Claw, so you might as well pick up extra Cross Gauge and chip damage. And if Bear Smash hits, you can cancel Megaton Claw into Grizzly Claws for an easy 224 damage.

Bear Smash also provides Kuma with an easy route to hit-confirmed Fatal Wind—the two hits of Bear Smash should give you plenty of time to react by canceling into Kuma's Super Art, if you feel like spending the resources. 452 damage!

WHAT'S THE MATTER, SCARED OF A BEAR?

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Left Right Bear Claw

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	Standing LP	High	40	5	3	9	+5	+1	SM, EX, SA, CA	Looks like st.LP
—	Standing LP ▷ ◁ + MP	High	50	13	4	11	+2	0	SM, EX, SA, CA	Looks like st.MP

Left Right Bear Claw: This follow-up string to standing LP might look like a Boost Combo chain of st.LP ▷ st.MP, but this is better. Standing LP is one of Kuma's fastest and best pokes, and the Left Right Bear Claw follow-up accomplished with ◁ ○ MP is neutral on block, leaving Kuma safe when this is used as a poke or hit-confirm sequence, and this attack is cancelable! So while Kuma can't Boost Combo chain st.LP ▷ st.MP into non-EX Specials (and the Boost Combo version leaves him very punishable), he can use Left Right Bear Claw to do the same thing. This is one of your most important sequences.

Double Wild Slap

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	Standing HP	High	110	13	4	29	-8	-13	SM, EX, SA, CA	Looks like st.HP
1	Standing HP ▷ MP	High	60	10	6	27	+4	-9	Boost Combo	Knocks down airborne foes, slip (+11) on crouching foe

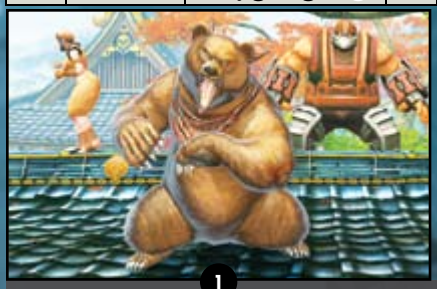


Double Wild Slap: This string begins off standing HP, a very damaging move that is not particularly fast. Pressing MP cancels into the Double Wild Slap, even if standing HP whiffed. The Double Wild Slap is a unique attack that starts by hitting almost vertically then swoops down to mid range. Whiffing st.HP ▷ MP might be considered Kuma's longest poke. The second hit of this string is unique in that the MP can be Boost Combo chained into HP or HK attacks! This makes Double Wild Slap into Boost Combo into an EX Special Move or Super Art perhaps Kuma's best punish option when an adversary leaves themselves at a major disadvantage!

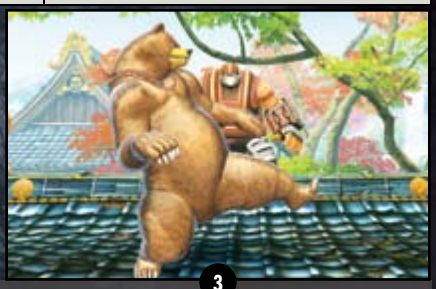
Beware of having Double Wild Slap (or a potential follow-up Boost Combo) blocked, since Kuma is left at a punishable disadvantage. Apart from occasionally using whiffing st.HP ▷ MP as a mid range feint/poke that happens to nail jumping opponents, save Double Wild Slap for punish or deep jump-in combos.

Jab Elbow Strings—Standing MP ▷ MP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Standing MP	High	70	13	4	17	0	-4	SM, EX, SA, CA	Looks like st.MP
1	—	Standing MP ▷ MP	High	40	10	2	20	-1	-4	—	Knocks down airborne foes
2	Jab Elbow Smash	Standing MP ▷ MP ▷ HP	High	70	17	4	27	+5	-9	—	Knocks down airborne foes, forces standing on hit, float on Counter Hit
3	Jab Elbow Stomp	Standing MP ▷ MP ▷ LK	High	30	5	4	16	+2	-2	—	Knocks down airborne foes







Jab Elbow Strings: This string opens with two medium elbows, which gives you time to verify if either of these attacks hits before proceeding to the final hit. If the opponent blocks st.MP ▷ MP, finish by inputting LK to cancel the second elbow into Jab Elbow Stomp. This kick leaves Kuma less vulnerable when blocked than either of the first two hits, which both leave him at a punishable (yet only minor) disadvantage. If the opponent allows themselves to get hit by the two starting elbows, then press HP to finish with Jab Elbow Smash. This strike leaves Kuma with +5 advantage, which is just enough for you to link standing LP or crouching LK to continue a combo.

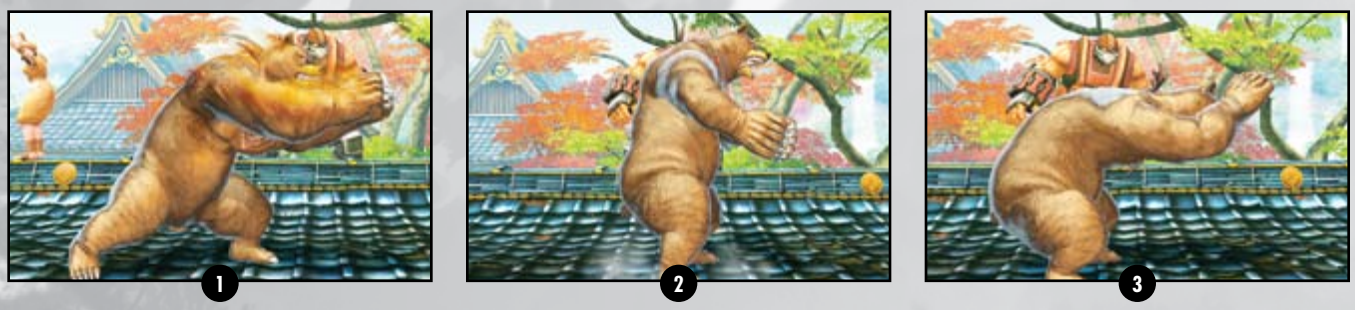
HOW ABOUT YOU HOLD STILL SO I CAN CLEAN MY CLAWS?

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Triple Hammer

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	⇦ + HP	Mid	40	18	3	21	+2	-2	—	Knocks down airborne foes
2	⇦ + HP ▷ HP	High	60	15	4	27	Hard knockdown	-10	—	Knocks down airborne foes
3	⇦ + HP ▷ HP ▷ HP	High	80	14	4	29	-7	-15	—	Hard knockdown on airborne foe, ground bounce on Counter Hit



Triple Hammer: Triple Hammer opens with ⇦ + HP, Kuma's grounded overhead attack. Although Kuma gives a big visual cue by raising his paws high, that happens for a lot of his moves. Triple Hammer's initial hit is still too fast for players to block it on reaction all the time. Mixing it in will be necessary to encourage your opponents to stand up more often, which leaves them vulnerable to Kuma's devastating Headbutt. Taking "free" damage from incidental overhead hits here and there adds up, too, and Kuma isn't particularly vulnerable when blocked, except from the fastest retaliation. The follow-up hits, on the other hand, are unsafe when guarded, and there is precious little time for you to actually verify the first hit before pressing HP twice more. Keep a watchful eye for the different hit spark effects and noises created on hit versus on block when verifying attacks like this, which don't give you much time to do so. Having the training dummy set to random block and drilling yourself on successful follow-ups only on reaction can be a big help for learning these cues.

G-Clef Cannon

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	⇨ + LP	High	40	6	4	9	+5	+3	—	Knocks down airborne foes
2	⇨ + LP ▷ MP	High	70	17	2	26	-3	-6	SM, EX, SA, CA	Knocks down airborne foes
3	⇨ + LP ▷ MP ▷ HP	High	70	19	2	30	+2	-15	SM, EX, SA, CA	Knocks down airborne foes, forces standing on hit



G-Clef Cannon: The first hit of G-Clef Cannon, ⇨ + LP, is Kuma's best ticking attack, leaving him with +3 frame advantage when blocked. And it's only one frame slower to hit than crouching LK or standing LP and is still one frame faster than Kuma's other best ticking poke, standing LK. The follow-ups for the string are both unsafe if guarded, however. Focus on using the ⇨ + LP opener as one of your prime ticks when searching for Rock 'n Roll Circus or Headbutt openings. Save the rest of G-Clef Cannon for when you need a punish combo on short notice, as any hit is cancelable, and the full string into HP Megaton Claw will end up going farther than using Left Right Bear Claw into LP Megaton Claw.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Bear Hug	⇨ or N + LP LK	Throw	140	7	2	20	Hard knockdown
2	Bear Slam	⇦ + LP LK	Throw	140	7	2	20	Hard knockdown
3	Swing Swung	(during Hunting stance) LP LK	Throw	150	7	2	16	Hard knockdown



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

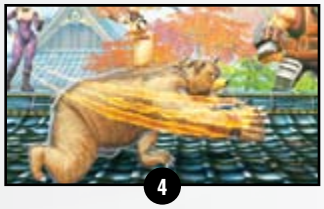
Hunting Stance—KKK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Stance Change	KKK	—	—	—	—	9	—	—	—	Kuma is considered crouching starting from frame 6
2	Hunting L	Hunting LP / LK	High	40	5	4	10	+5	+2	Hunting MP / MK	—
3	Hunting M	Hunting MP / MK	High	70	7	3	15	+7	+4	Hunting HP / HK	—
4	Hunting H	Hunting HP / HK	Low	110	17	3	16	Sweep	-1	—	Sweep knockdown
5	Big Tree	⇨ + MP	High	60	8	4	29	+5	-18	—	Forces standing on hit, crushes airborne attacks frames 8-11, ends Hunting
6	Grizzly Fling	⇨ + HP	Low	100	15	2	21	Float	-5	—	Ends Hunting
7	Break'n	⇦ + HP	High	120	18	25	25	Knockdown	-33	—	Armor frames 1-42, move with ⇦ or ⇨, ends Hunting
8	Hunting Spear	⇦ + MP	High	90	22	7	27	Wall bounce	-8	—	Projectile invulnerability frames 1-28, ends Hunting
9	Feral Crouch	⇩ + PP	—	—	—	—	21~121	—	—	—	Kuma's crouching hurtbox shrinks by half frames 9-120


1


2

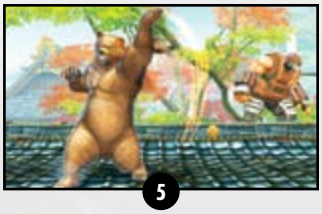

3

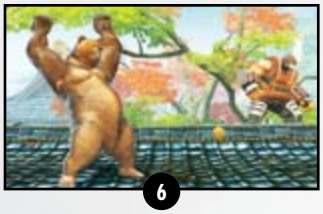

4

Stance Change: Kuma's Hunting stance is entered by pressing all three kicks. Pressing all three kicks again exits Hunting. This stance also ends if you attempt to jump, if a unique attack is used, or if Kuma receives a hit. Kuma cannot block during Hunting! Kuma is considered to be crouching during Hunting stance, so his vulnerable hurtbox will be shorter than normal, and he'll be immune to crouchable high attacks. The Stance Change occupies 9 frames after input before Kuma can perform Hunting actions. You can buffer a forward dash or backdash immediately after inputting KKK for Stance Change, and Kuma will dash as soon as possible. Hunting attacks can only be input on frames 8 or 9 and can be carried forward to perform immediately. Realistically, this just means that using attacks on short notice out of Stance Change requires precision at the end. To enter Hunting stance and use Big Tree as anti-air on short notice, you must input KKK, then ⇨ + MP on either frame 8 or 9 of Stance Change, for a total wind-up of 17 frames for the startup of the attack.

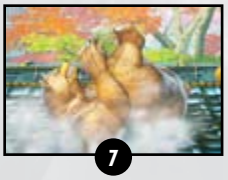
Kuma has three normal moves, a throw, and a suite of unique attacks to use during Hunting. His normals during Hunting are better than his normals otherwise. Both Hunting L and Hunting M can be linked into themselves on hit! (However, these are 1 frame links, so they're as rough as it gets—plinking helps.) And Hunting H is a sweep that leaves Kuma at only -1 when blocked. These Hunting normals can also be Boost Combo chained into each other, though they do not allow for a Cross Rush at the end or cancels into any Specials or Hunting unique attacks. The most you get is a chain to sweep, though that is adequate. Beware that having Hunting normals blocked in a Boost Chain incurs the same frame disadvantage penalty as other Boost Chains—a -1 sweep on block becomes -10 if you chain into it! Use Hunting L or Hunting M first and try link into a Boost Combo starting with Hunting L afterward to give yourself more time to confirm. Hopefully you can avoid proceeding to Boost Combo chained Hunting M or Hunting H on block.

Big Tree: Kuma swings upward with a monstrous anti-air swipe. While this move is tailor-made to hit incoming foes out of the air, it also crushes jumping attacks during active frames! Timed properly, this move can't lose to jump-ins. The only caveats are that it's unsafe if guarded on the ground, and use of Big Tree must be somewhat premeditated. You'll basically have to enter Hunting stance when you think they're going to jump in order to be ready to Big Tree on reaction as they fall toward Kuma.


5


6

Grizzly Fling: Kuma's other low-hitting Hunting attack besides the Hunting H sweep is Grizzly Fling, in which he performs an upward scoop with both paws that sends the opponent sailing into the air. Following up with a juggle from here is easy and, while Grizzly Fling does leave Kuma at a mild disadvantage on block, it's not as bad as other Hunting unique attacks, making the risk usually worth the reward.


7

Break'n: Kuma falls onto his back and spins toward the opponent. On a successful hit, he'll knock them back a good distance toward the corner. If Kuma's spaced properly after the hit, you can even juggle them. During Break'n, you can hold backward to make Kuma spin away from the foe instead of toward them, or you can simply tap backward briefly to halt his forward progress for a moment.

Kuma has armor starting on the first frame of this move and until the active frames end. Although Break'n leaves Kuma at a big disadvantage on block, the combination of having armor and being able to direct or briefly halt Break'n means it can still have some effective mix-up use. When activating Break'n from mid range, you can keep your opponent guessing by pulling Break'n just short of hitting them midway through. For the very end of its active frames, you can then release ⇦ and allow it to hit just at the last moment or continue holding ⇦ to keep Break'n from actually contacting the opponent. This hesitation may also give you a little extra time to absorb an opponent's delayed poke with the armor.

The armor on Break'n can also help you break through the projectile fusillade of characters zoning from mid range. It's a lot less useful when stalling or trying to approach from long range, though. Break'n takes so long to recover that, by the time you use Break'n to absorb one projectile from far away, the opponent has probably recovered and thrown another projectile. Depending on the spacing, you may just be guaranteed to eat it.


8

Hunting Spear: Along with Break'n, this provides another movement attack out of Hunting. Kuma lunges forward out of Hunting suddenly, and a successful hit will wall bounce the opponent, creating a juggle opportunity. Hunting Spear is safer on block than Break'n, although it's still not safe from punishment. If either of these moves is blocked, you're almost certainly taking damage. Hunting Spear is projectile invulnerable through its active frames, so it's ideal for punishing enemies who think they can zone Kuma using mid range projectiles as pokes!


9

Feral Crouch: On the ninth frame after input, Kuma hunkers down even lower to the ground than during Hunting. He's crouched so low here that projectiles will pass over his head entirely as will just about any attacks that can't hit a character's feet. From the 21st frame after input, you can instantly interrupt Feral Crouch with any Hunting actions. After 120 frames, if you haven't done anything, he returns to his normal Hunting posture automatically.

Feral Crouch is naturally useful to stalemate projectiles by just ducking under them. But since Feral Crouch is so flexible with canceling, you can also gain ground by dashing forward just after projectiles pass overhead. If the opposing character is close enough, you can even react by Feral Crouching under a projectile and then use Hunting Spear to catch them. Even if the projectile is right over Kuma as you do this, it won't hit him, since he's going from one projectile invulnerable state (Feral Crouch) to another (Hunting Spear) with no gaps!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Special Moves

Graphic	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Rock 'n Roll Circus	⇨⇘⇩⇙⇦⇨ + LP	Throw	150	6	2	39	Hard knockdown	—	—	—
	MP Rock 'n Roll Circus	⇨⇘⇩⇙⇦⇨ + MP	Throw	160	6	2	39	Hard knockdown	—	—	—
	HP Rock 'n Roll Circus	⇨⇘⇩⇙⇦⇨ + HP	Throw	170	6	2	39	Hard knockdown	—	—	—
	EX Rock 'n Roll Circus	⇨⇘⇩⇙⇦⇨ + P P	Throw	180	7	2	39	Hard knockdown	—	—	Strike invulnerability frames 1-8
2	LP Megaton Claw	⇦⇙⇩⇘⇨ + LP	High	60	14	2	20	+2	-2	Grizzly Claw/ Grizzly Claw Smash	Knockdown vs. airborne foes
	MP Megaton Claw	⇦⇙⇩⇘⇨ + MP	High	70	17	2	22	0	-4	Grizzly Claw/ Grizzly Claw Smash	Knockdown vs. airborne foes
	HP Megaton Claw	⇦⇙⇩⇘⇨ + HP	High	80	21	2	24	-2	-6	Grizzly Claw/ Grizzly Claw Smash	Knockdown vs. airborne foes
	EX Megaton Claw	⇦⇙⇩⇘⇨ + P P	High	90	17	2	22	+3	-2	Grizzly Claw/ Grizzly Claw Smash	Knockdown vs. airborne foes, strike invulnerability frames 1-18
3	Megaton Claw ▷ Grizzly Claws	LP during Megaton Claw hit	High	80	17	1	—	Knockdown	-8	—	—
4	Megaton Claw ▷ Grizzly Claw Smash	MP or HP during Megaton Claw hit	Mid	60	25	1	—	Ground bounce	-9	—	Hard knockdown vs. airborne foes
5	Headbutt	⇨⇘⇩⇙⇦⇖ + P (near opponent)	Standing throw	200 (220 from Rolling Bear)	5	2	34	Hard knockdown	—	—	—
	EX Headbutt	⇨⇘⇩⇙⇦⇖ + P P (near opponent)	Standing throw	250	6	2	34	Hard knockdown	—	—	Invulnerability frames 1-8
6	LP Rolling Bear	⇨⇘⇩⇙⇦⇖ + LP (far from opponent)	—	—	—	—	41	—	—	—	Projectile and strike invulnerability frames 7-32
	MP Rolling Bear	⇨⇘⇩⇙⇦⇖ + MP (far from opponent)	—	—	—	—	44	—	—	—	Projectile and strike invulnerability frames 7-35
	HP Rolling Bear	⇨⇘⇩⇙⇦⇖ + HP (far from opponent)	—	—	—	—	46	—	—	—	Projectile and strike invulnerability frames 7-37
	EX Rolling Bear	⇨⇘⇩⇙⇦⇖ + P P (far from opponent)	—	—	—	—	47	—	—	—	Invulnerability frames 1-7, projectile and strike invulnerability frames 8-38
7	LK Frolicking Bear	⇨⇘⇩⇙⇦ + LK	High	120	8	10	29	Knockdown	-22	—	Crushes airborne attacks frames 3-7
	MK Frolicking Bear	⇨⇘⇩⇙⇦ + MK	High	130	8	10	29	Knockdown	-22	—	Crushes airborne attacks frames 3-7
	HK Frolicking Bear	⇨⇘⇩⇙⇦ + HK	High	140	8	10	29	Knockdown	-22	—	Crushes airborne attacks frames 3-7
	EX Frolicking Bear	⇨⇘⇩⇙⇦ + K K	High	100	9	10	29	Wall bounce	-22	—	Full body invulnerability frames 1-18

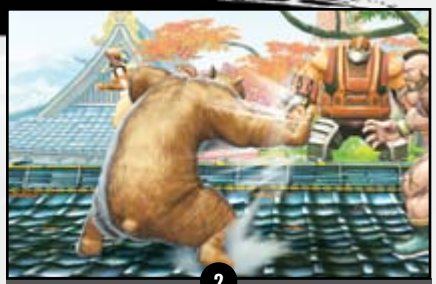


Rock 'n Roll Circus: Kuma flips his adversary onto his back, spins them like a circus ball, then kicks them away behind him, nearly the full length of the screen. Depending on screen position, this may be more or less desirable. If Kuma's back is to the corner, great: you just threw your foe into the corner! If you already had your opponent cornered, you've just tossed them clear to mid screen, and you're still using the slowest character in the game.

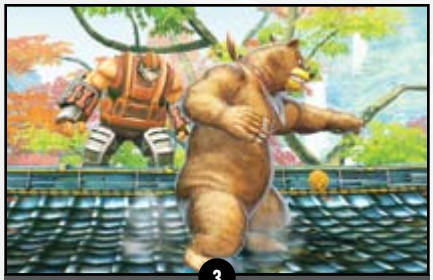
Headbutt grabs faster and does more damage. It also keeps the opponent on the same side instead of tossing them over Kuma's shoulder. However, Headbutt cannot grab crouching targets! This means Rock 'n Roll Circus is a necessary part of Kuma's arsenal and is the command grab you'll want to rely on most of the time. Heavier versions of Rock 'n Roll Circus sacrifice range for damage. Lighter versions reach farther but don't hit as hard. For the sake of consistency, use the LP version, unless you are at point-blank range next to your target. The EX version has the same range as the LP version and is also invulnerable to strikes through the grabbing frames.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

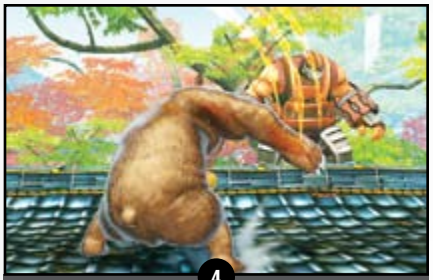
From the Library of Chris Miller



2 Megaton Claw



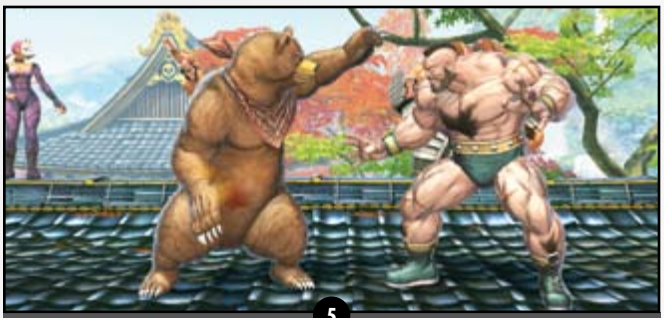
3 Grizzly Claws



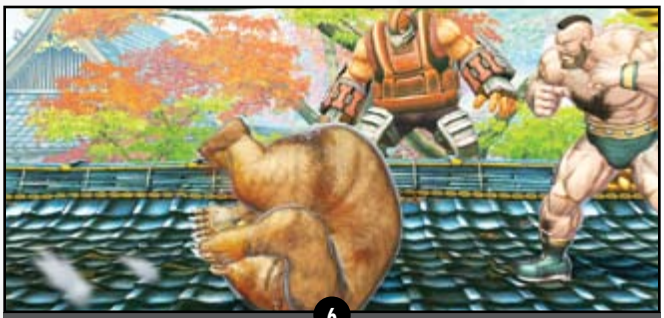
4 Grizzly Smash

Megaton Claw: Kuma's paw strike fits perfectly with many of his combos. LP Megaton Claw will combo if you cancel into it from light attacks, and HP Megaton Claw is a staple in juggles or after canceling from a heavy attack in a ground combo. The heavier the version, the bigger the damage, though the startup is longer too. LP Megaton Claw recovers quickly enough if blocked that Kuma is only punishable by the very fastest attacks in the game, making it relatively safe to cancel into from normal moves without verifying hits. This is also true of EX Megaton Claw, which also is strike invulnerable for 18 frames, making it useful as a low-risk reversal.

On hit or block, you can input any punch button to make Megaton Claw transition to one of two follow-ups. Press LP on hit for Grizzly Claws, a palm thrust that bashes the opponent across the screen. This is best to end juggles after cr.HP ▷ HP Megaton Claw. Press MP or HP on hit for Grizzly Smash, a kind of downward axe swipe that causes a ground bounce on hit. Save these follow-ups for combos, since they are not safe if blocked.



5 Headbutt



6 Rolling Bear

Headbutt & Rolling Bear: Headbutt is Kuma's most powerful throw attack. It's also active the quickest, grabbing on frame 5—only Marduk and Zangief have faster grabs. Note that this throw's command does not allow for you to perform the "360" in any direction you choose. You must rotate from forward to up-back, passing through down and back. You can't do it the other way, starting at the back position and rotating to down, then forward, then up-forward. Oddly, this isn't true if you use the cardinal direction/intercardinal diagonal shortcut to perform 360-style moves. A motion of ⇦ ⇨ ⇩ ⇧ + P will perform Headbutt, while a motion of ⇦ ⬀ ⇩ ⬁ ⇨ ⬂ + P will not!

The only problem with Headbutt, and it's a significant problem, is that it's a standing throw—it will not snag crouching opponents. This means you can't use Headbutt as your mainstay close range option, and you must instead work on using combos, Rock 'n Roll Circus, and the first hit of Kuma's Triple Hammer overhead. Headbutt should be reserved for use when you expect your opponent is more worried about ⇦ + HP and jump-ins or when you expect them to walk or dash, actions during which they're considered standing. (Remember that the first 8 frames of every backdash is considered invulnerable, and then airborne briefly, so grabs will usually miss when used during the first ~18 frames of backdashes.)

Headbutt is only possible when you're close to the enemy with a dash's distance from them. If you execute the command for Headbutt when farther away, Kuma performs Rolling Bear. For most of this forward roll, Kuma is invulnerable to both strikes and projectiles, but he can be thrown. He's vulnerable briefly at the end, so patient and attentive adversaries might watch for it and wait to punish the end, or they might just throw Kuma on reaction, as against Abel's rolls. Heavier versions of Rolling Bear travel slightly farther. The EX version has added full body invulnerability, including against throws, for the first 7 frames before the roll itself begins. During the roll, the EX version is throw vulnerable just like the other ones, though.

Pressing P during Rolling Bear causes Kuma to attempt Headbutt when he finishes the roll. The version of Headbutt produced out of Rolling Bear is stronger than the normal Headbutt used up close. The same limitation applies—enemies just have to crouch to avoid the Rolling Bear Headbutt. You'll get the most benefit from Rolling Bear into Rolling Bear Headbutt by using it on reaction to the opponent's mid range projectiles, so you can pass right on through their projectile and grab the standing character during the projectile recovery!



7

Frolicking Bear: Kuma suddenly launches himself upward in a tightly-tucked ball and, on contact, the opponent is sent flying across the screen. Heavier versions of Frolicking Bear project Kuma forward farther and do slightly more damage, but they all have the same startup and recovery. The beginning of Frolicking Bear has a few air crush frames until the hitting frames, so this move makes a great anti-air against opponents jumping in from Kuma's front side! Frolicking Bear also works well in juggle combos, and crouching HP canceled into HK Frolicking Bear tends to be Kuma's hardest-hitting juggle ender.

The EX version of Frolicking Bear has a long period of invulnerability and wall bounces the opponent on hit. The wall bounce part is less useful than it sounds—the EX version does less damage than other versions or Megaton Claw, so Kuma usually gets more damage out of juggles without using EX Frolicking Bear. But the invulnerability period is beneficial, and EX Frolicking Bear can be used as an invulnerable reversal that leads to a wall bounce combo on hit!

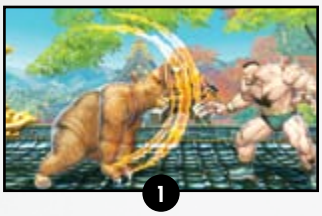
NOT BAD. WE OUGHT TO TEAM UP NEXT TIME INSTEAD OF BEING ENEMIES.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

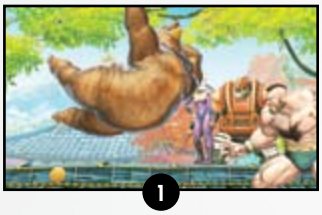
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Fatal Wind	⇨⇘⇩⇙⇦ + K K K	High	100, 250	8	2	46	Hard knockdown	-26
Notes									
Invulnerable frames 1-9									



Fatal Wind: Kuma's Super Art is active quickly, making it easy to sneak into combos. (Simply replace Megaton Claw or Frolicking Bear in ground combos or juggles with Fatal Wind.) It's also possible to catch enemies as they float to the ground after you anti-air them with Big Tree. This is one of the more damaging Super Arts, dishing out heavy damage with only two hits. You'll see why…

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇩⇘⇨ + MP MK	High	100	12	7	79	Switch	-40
Notes								
Invulnerability frames 1-17, airborne frames 12-21								



Kuma's Cross Art starter is unique in its behavior. Instead of simply swiping with a mid range hit like most characters, Kuma springs off the ground and flops down on his target. On hit, he'll hand off to his partner's Super Art, and the full damage for the combo will be permanent. If blocked or whiffed, he'll flop onto the ground and lie still for a moment, completely vulnerable to reprisals.

If you have the Cross Gauge to spend, you can combo into Cross Art off juggles involving Kuma's crouching HP, as when performing G-Clef Cannon into HP Megaton Claw into Grizzly Claw Smash. As the opponent bounces, tack on cr.HP ▷ ⇩⇘⇨ + MP MK for roughly 550 damage, depending on Kuma's partner!

OVERVIEW



Use Hunting Feral Crouch to avoid incoming projectiles. Dash forward just after they pass to gain ground.



Kuma's standing LP has no vulnerable hurtbox, making it an excellent poke from the tip of its range. The string to ⇦ ◇ MP Left Right Bear Claw still works anywhere except absolute maximum range.

Kuma is a bear, which gives you a big clue about his optimal range. Kuma should be played in close to an opponent, where his combination of damaging and inescapable command grabs, relatively safe attack strings, and useful Special Moves combine with his generally high damage to make trouble for the opposition. You know what they say: sometimes you eat the bear, and sometimes, the bear eats you.

From far away, Kuma won't have anything useful to do. If your opponent attempts to zone Kuma to keep him away, you have a few tools at your disposal to go through or around their efforts. From long range, you should jump straight up or forward over projectiles, depending on how far away the opponent is. If they're close enough to perhaps punish you for jumping forward over a projectile (like making you land on a long-reaching sweep), then instead jump straight up over it and then walk forward a bit before the next one is incoming. This way, you can gain ground without risk. Rolling Bear can also be used from long range to skip immediately to mid range while going right through any projectile. You can also enter Hunting stance and use Feral Crouch to duck under incoming projectiles. Dash forward from Feral Crouch right afterward to move forward quickly. Kuma will still be in Hunting, so you can use Feral Crouch again to duck the next projectile. If the forward dash from Feral Crouch moved you forward enough, you might also end up in position to counter the next projectile with Hunting Spear, which will go right through projectiles to wall bounce the thrower!

It is much riskier for the opponent to zone or poke with projectiles from mid range or closer. Rolling Bear from this position will put Kuma right next to them and in range to follow up with Headbutt for a cool 220 damage against their mid range projectile attempt. Kuma also has Hunting Spear and Break'n from Hunting stance, which can both be used to severely punish poorly timed mid range projectiles or to take a gamble and plow right in occasionally. Kuma's jumping HP is also a good opener as you close in. Even though jump-ins from the front are not the most surprising or effective openers, Kuma's jump-in combos deal enough damage that the opponent will still have to respect the bandana'd bear.

Hunting can also be applied to get close. You can buffer immediate dashes after inputting K K K for Hunting, so from mid range you can swoop in close under many attacks and projectiles faster than with normal movement. Up close, all of Hunting's normal moves are good and make nice counterpoints to Kuma's Hunting throw. Hunting's other options become available at mid to close range as well, such as Grizzly Fling to hit low into a juggle combo or Big Tree to counter the enemy's jump-ins.

When you manage to get close, Kuma starts to shine. Poke at the opposing character with the tip of standing LP or the first hit of G-Clef Cannon (⇨ + LP) from a step away or with standing LK or crouching LK at point-blank range. Standing LP isn't vulnerable on Kuma's arm, so it won't trade with anything if you space it properly. And standing LK has the peculiar property of moving Kuma's invisible hurtbox for his entire body backward by almost half of a character length, meaning that simply poking with this move may make whatever the opponent tries to do whiff up close. Crouching LK is Kuma's fastest low threat, making it necessary to mix it in. Of these attacks, standing LK and the opening hit of G-Clef Cannon leave Kuma with the most frame advantage if blocked, giving you a chance to get the jump on the opponent with Rock 'n Roll Circus or Triple Hammer just after they leave blockstun. When you score a knockdown, you may close in and attack with meaty cr.HP or cr.MK, an overhead, a naked command throw attempt, or cross-up jumping MK. Spend some time learning the distance for Kuma's jumping MK to cross-up: it's not as lenient as some equivalent cross-up ticks for grapplers, like Zangief's Double Knee Drop. You should jump a little farther away than you might expect from a grappler and perform jumping MK a little bit early on the way down.

When the opponent is pressuring Kuma heavily, remember that both EX Megaton Claw and EX Frolicking Bear have considerable invulnerable periods. EX Megaton Claw is safer if blocked, but the enemy may just throw you out of the startup. EX Frolicking Bear is unsafe when guarded but won't lose to throws.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. St.LP ▷ ⇦ + MP ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + LP ▷ LP

194 damage

Standing LP is one of Kuma's best normals to poke with, having more range than it looks and no vulnerable hurtbox on Kuma's outstretched limb. It strings naturally into ⇦ + MP for Left Right Bear Claw while still allowing you to cancel into non-EX Specials. This leads to an easy hit-confirm into LP Megaton Claw for totally respectable meter-free damage off a hit-confirmed standing LP. The nice thing about poking with st.LP ▷ ⇦ + MP is that Kuma is left frame neutral on block, so there's no guaranteed risk at all and the situation is just reset.

This hit-confirm can be improved by starting it with one of Kuma's best pokes, standing LK. Standing LK to Left Right Bear Claw is a 2 frame link. So although it cannot be plinked (because it starts with LP input, there is no lower input in the hierarchy to plink to!), it's still reliable in offline conditions. You can also beef it up by using Cross Gauge for EX Megaton Claw. A combo of st.LK, st.LP ▷ ⇦ + MP ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + P P ▷ MP/HP, cr.HP ▷ ⇨ ⬁ ⇩ ⬀ ⇦ + HK dishes out 340!

II. Counter Hit cr.HP, ⇨ + LP ▷ MP ▷ HP ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + HP ▷ MP/HP, cr.HP ▷ ⇨ ⬁ ⇩ ⬀ ⇦ + HK

446 damage, requires Counter Hit against crouching foe

Kuma has one of the most damaging command throws in his Headbutt. The problem with this move is that it's a standing throw and will whiff over the heads of crouching characters. Of course, players who know about Headbutt will crouch against Kuma when in doubt. Worrying about throws will also encourage opposing players to hit buttons, trying to out-poke throw attempts. Together, these habits can allow you to use crouching HP to fish for crouching Counter Hits and take advantage of the slip state caused in this case. There's plenty of time to hit-confirm off crouching Counter Hit cr.HP, allowing you to tack on significant meter-less damage. This is best applied as a meaty attack against foes waking up from a knockdown or just after making the opponent block a jump-in. These are ideal times when you have enough frame advantage to use crouching HP without being interrupted and when the opponent will be most fearful of Headbutt attempts and therefore might crouch and hit buttons.

If you want to spend meter to boost the power of this Counter Hit punish, replace G-Clef Cannon into HP Megaton Claw with Double Wild Slap chained to st.HP, canceled to EX Megaton Claw into Grizzly Claw Smash. Finish with cr.HP into HK Frolicking Bear as normal for 519 damage!

This combo also works without the anti-crouching Counter Hit cr.HP at the beginning by simply using G-Clef Cannon to hit-confirm. Later hits of G-Clef Cannon are unsafe when blocked, and you can't hit-confirm off a single ⇨ + LP. So cancel into LP Megaton Claw if blocked. This combo still does 369 damage off G-Clef Cannon without a Counter Hit and without using meter!

III. St.MP ▷ MP ▷ HP, cr.LK ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + LP ▷ LP

270 damage

This hit confirm combo starts with Jab Elbow Smash, which leaves Kuma at +5 on hit. If MP ▷ MP is blocked, then finish with LK for Jab Elbow Stomp instead, which leaves Kuma in a much better position (-2 at worst) than after having Jab Elbow Smash blocked. When MP ▷ MP hits, verify the hits and press HP for Jab Elbow Smash. Crouching LK from here is a 1 frame link, so plink the input LK ~LP to give yourself double the chance to hit just the right frame. If you plink correctly, the LK input is just doubled up on consecutive frames for the game's purposes. Even if you somehow plink incorrectly, using LP after LK means you might just end up linking crouching LP instead, which also hits in 5 frames. Either light attack is canceled directly into Megaton Claw. If your link didn't work, you should have time to confirm. Avoid pressing LP again for Grizzly Claws if cr.LK ▷ Megaton Claw didn't link after Jab Elbow Smash.

IV. St.MP ▷ MP ▷ HP, cr.LK ▷ cr.HP ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + P P ▷ MP/HP, cr.HP ▷ ⇨ ⬁ ⇩ ⬀ ⇦ + HK

370 damage, 1 block

You can burn Cross Gauge to boost the damage of the previous combo by 100. Instead of canceling straight from the crouching LK link into LP Megaton Claw, Boost Combo chain from crouching LK to crouching HP then cancel to EX Megaton Claw. Cancel EX Megaton Claw to Grizzly Claw Smash and then finish with crouching HP canceled to HK Frolicking Bear.

This combo requires a little more commitment, since a link into Boost Combo is involved. If you miss the link and the foe blocks cr.LK ▷ cr.HP, you're forced to spend Cross Gauge canceling to EX Megaton Claw anyway, since your blocked Boost Combo leaves Kuma at much poorer disadvantage than after just a naked crouching HP. It's better to finish by having EX Megaton Claw blocked too rather than by trying to stop short here.

V. (Hunting) ⇨ + HP, st.HP ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + HP ▷ MP/HP

330 damage

Grizzly Fling is a low hit from Hunting that leads to a juggle opportunity. It's easy to catch the floating foe with standing HP and cancel into Megaton Claw ▷ Grizzly Claws to cap it off. The enemy is slightly too far out of range for juggles into Frolicking Bear to work in this instance.

Use the same ender after nailing the target with Hunting Spear, like when you blow through a projectile with it. This does 320 damage when started with Hunting Spear.

Combo Appendix

Sequence	Notes
⇦ ⬀ ⇩ ⬁ ⇨ + P P ▷ MP/HP, cr.HP ▷ ⇨ ⬁ ⇩ ⬀ ⇦ + HK	Punish combo from reversal EX Megaton Claw ▷ Grizzly Claw Smash
⇦ ⬀ ⇩ ⬁ ⇨ + K K, cr.HP ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + HP ▷ LP	Punish combo from reversal EX Frolicking Bear
Anti-air Frolicking Bear or Big Tree, ⇨ ⬁ ⇩ ⬀ ⇦ + K K K	Anti-air hit into Fatal Wind
J.HP, cr.HP ▷ ⇨ ⬁ ⇩ ⬀ ⇦ + K	Trial 11
K K K, ⇨ + MP, ⇨ ⬁ ⇩ ⬀ ⇦ + K K K	Trial 12
K K K, ⇦ + MP, ⇦ + HP ▷ HP ▷ HP	Trial 13
⇨ + LP ▷ MP ▷ HP ▷ ⇨ ⬁ ⇩ ⬀ ⇦ + K K, ⇨ + LP ▷ MP ▷ HP	Trial 14
St.LK, cr.LK, cr.LK ▷ cr.MP ▷ cr.HK	Trial 15
K K K, LP, LP, LP ▷ MP ▷ HP	Trial 16
K K K, ⇦ + HP, st.MK ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + LP	Trial 17; requires cornered foe
J.HP, cr.LK ▷ cr.HP ▷ ⇨ ⬁ ⇩ ⬀ ⇦ + K K, st.LP ▷ ⇦ + MP ▷ ⇨ ⬁ ⇩ ⬀ ⇦ + K K K	Trial 18
⇨ + HP (1 hit) ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + P P ▷ HP, st.LK, st.LK ▷ st.MK ▷ ⇨ ⬁ ⇩ ⬀ ⇦ + K K K	Trial 19
J.MP, st.MP ▷ MP ▷ HP, cr.LK ▷ cr.MP ▷ ⇨ ⬁ ⇩ ⬀ ⇦ + K K, cr.HP ▷ ⇦ ⬀ ⇩ ⬁ ⇨ + P ▷ LP	Trial 20; 1 frame link from Jab Elbow Smash to cr.LK

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

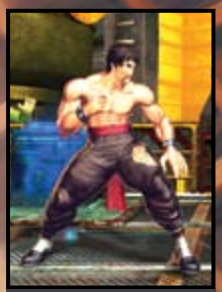
From the Library of Chris Miller

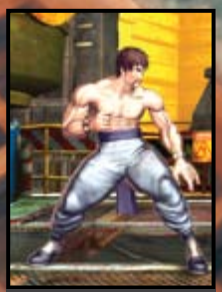
Law

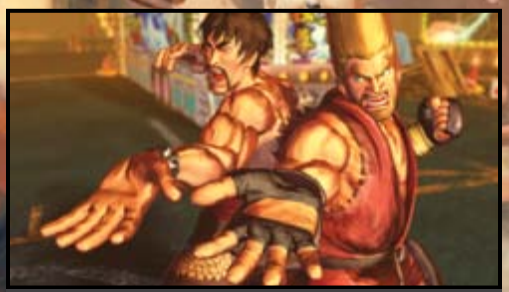
Flame of Passion

Law is a martial arts master, and the long-time sparring partner of Paul Phoenix. Due to his Chinese restaurant business failing as well as his son's accident, Law is desperately searching for a way to make some money. Law learns of Pandora via a news program, and smelling the scent of money, he decides to travel to the South Pole with Paul.

Win comment 1: You're pretty good! I worked up quite the sweat!
Win comment 2: Sharpen your senses! If you can't sense what I'm doing, you have no chance of beating me!
Win comment 3: A fight is not won by a single strike. Either learn to persevere or hire a bodyguard.


Color 1


Color 2


Comrades Forever


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

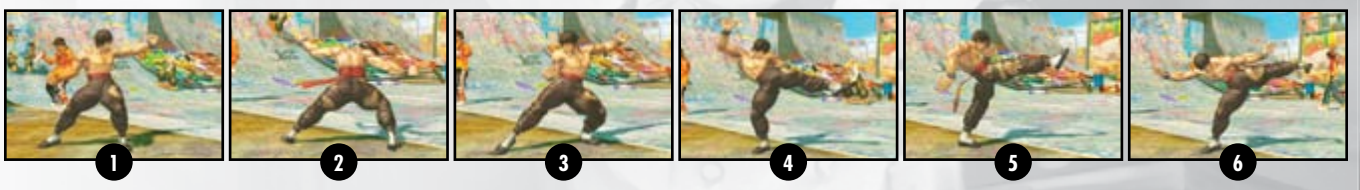


DATA ARSENAL

Vitality	1000
Forward Dash Duration	19 frames
Backdash Duration	8 frames invulnerable, 15 frames airborne, 8 frames grounded (26 frames total)
Pre-jump Frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

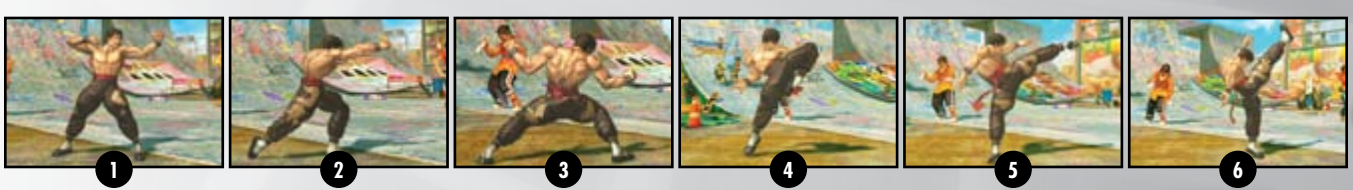
Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	5	3	11	+3	-1	SM, EX, SA, CA	—
2	Standing MP	High	60	14	2	15	+4	0	SM, EX, SA, CA	—
3	Standing HP	High	90	11	2	27	-4	-9	SM, EX, SA, CA	Crumple on standing Counter Hit
4	Standing LK	High	30	6	3	10	+4	0	—	—
5	Standing MK	High	60	8	3	18	0	-4	—	—
6	Standing HK	High	90	13	4	23	-2	-7	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	4	3	8	+6	+2	SM, EX, SA, CA	—
2	Close standing MP	High	60	6	3	11	+7	+3	SM, EX, SA, CA	—
3	Close standing HP	High	90	9	3	25	-2	-8	SM, EX, SA, CA	Forces standing on hit
4	Close standing LK	High	30	5	3	10	+4	0	—	—
5	Close standing MK	High	60	8	2	15	+4	0	SM, EX, SA, CA	—
6	Close standing HK	High	90	8	2	17	+7	+1	—	Forces standing on hit



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

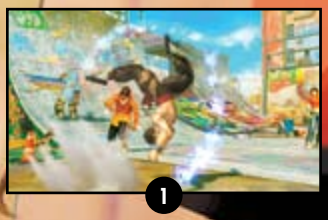
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	3	8	+6	+2	SM, EX, SA, CA	—
2	Crouching MP	High	60	5	4	11	+6	+3	SM, EX, SA, CA	—
3	Crouching HP	High	90	11	4	31	-9	-15	SM, EX, SA, CA	Forces standing on hit
4	Crouching LK	Low	30	5	3	9	+5	+1	SM, EX, SA, CA	—
5	Crouching MK	Low	60	8	4	12	+5	+1	SM, EX, SA, CA	—
6	Crouching HK	Low	90	11	4	30	Sweep knockdown	-14	—	—



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120	14	7	22	Knockdown	-7
Notes								
Similar to Somersault Kick, full body invulnerability frames 1-15								



Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	5	3	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Jumping MP	Mid	70	5	5	Until grounded, then 4 frames recovery	+16	+5	—	Knockdown on airborne foe
3	Jumping HP	Mid	100	14	4	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Jumping LK	Mid	40	6	8	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Jumping MK	Mid	70	7	8	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Jumping HK	Mid	100	8	10	Until grounded, then 4 frames recovery	+20	+8	—	—

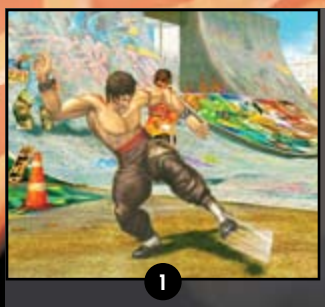


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

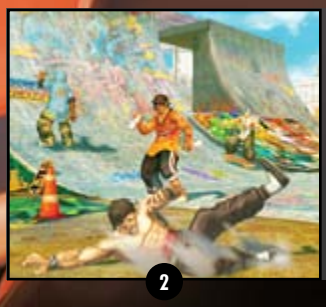
From the Library of Chris Miller

Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Shin Crusher	↘ + LK	Low	40	17	2	18	+1	-2	SM, EX, SA, CA	Forces standing on hit
2	Slide Kick	↘ + MK	Low	60	16	10	14	+1	-5	—	Full body projectile invulnerability frames 15-30
3	Dragon's Tail	← + MK	Low	60	13	2	23	Hard knockdown	-8	SM, EX, SA, CA	—
4	Dragon Hammer	→ + MP	Mid	60	20	2	22	+5	-3	—	Ground bounce on Counter Hit



Shin Crusher: Shin Crusher is a standing low attack that is cancelable into Special Moves, Super Arts, or Cross Arts. Law takes a giant step forward before kicking, giving this attack deceptive range. It is only +1 on hit, making it impossible to link into normal moves afterwards. Instead, Shin Crusher must be canceled into a Special Move (such as MP Fury Fist Rush, HK Somersault, or EX Shaolin Spin Kicks) or Junkyard Soul to do any real damage. Even though Shin Crusher's startup is sluggish, opponents will find it extremely annoying if you use it in tandem with Shaolin Spin Kicks, which is safe on block. This attack can be difficult to hit-confirm. Only cancel into Shaolin Spin Kicks if you are unsure whether it will connect or not because most of Law's other Special Moves are unsafe on block.



Slide Kick: Slide Kick is a low attack that has projectile invulnerability for the entire second half of its duration. Given this, it can be useful as a counter to projectile attacks as long as it is done early. If guarded at maximum range, Slide Kick is unpunishable.



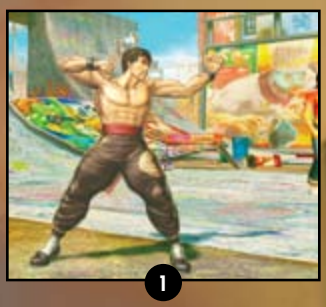
Dragon's Tail: Dragon's Tail is a low attack with decent range but average startup speed. Dragon's Tail is cancelable, but the only attacks that will connect afterward are MK and HK Somersault, EX Shaolin Spin Kicks, and Junkyard Soul. Dragon's Tail is -8 on block, making it relatively easy for an opponent to punish it. If performed at maximum range, however, Dragon's Tail becomes difficult to punish.

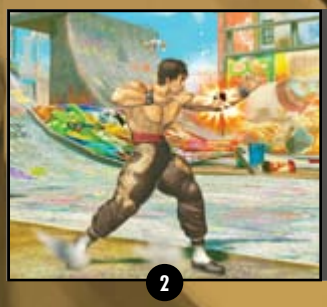


Dragon Hammer: Dragon Hammer is an overhead attack that causes a ground bounce if it connects as a Counter Hit. Law takes a generous step forward during its startup, which is similar to Shin Crusher. This attack can be effective when mixed up with Shin Crusher at the same distance, which is a safe, low attack. After conditioning an opponent's guard with Shin Crusher, Law takes a step forward during Dragon Hammer's startup, which may prompt opponents to incorrectly react by blocking low. When this attack connects, it can be linked into crouching LP for a combo. Dragon Hammer is -3 if blocked, making it difficult to punish.

Machine Gun Arrow

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close LP	High	30	4	3	11	+6	+2	SM, EX, SA, CA	—
2	Close LP ▷ LP	High	30	6	3	17	0	-2	—	—
	Close LP ▷ LP ▷ LP	High	30	6	3	17	0	-2	—	—
	Close LP ▷ LP ▷ LP ▷ LP	High	30	6	3	17	0	-2	—	—
	Close LP ▷ LP ▷ LP ▷ LP ▷ LP	High	30	6	3	17	0	-2	—	—
	Close LP ▷ LP ▷ LP ▷ LP ▷ LP ▷ LP	High	30	6	3	17	0	-2	—	—





Machine Gun Arrow: Machine Gun Arrow is a string of six quick punches that can only be performed at close range. Law steps forward with each punch, making it useful for pushing an opponent toward the corner. Machine Gun Arrow is also safe on block.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Left Right Combo (Knee OR Dragon Fist Combo OR Blazing Fist Combo)

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	LP	High	30	5	3	11	+3	+1	SM, EX, SA, CA	Identical to standing LP, sequence also possible with close standing LP
2	Left Right Combo	LP ▷ ⇦ + MP	High	30	6	3	16	+1	-1	SM, EX, SA, CA	—
3	Left Right to Knee	LP ▷ ⇦ + MP ▷ LK	High	30	5	7	14	Knockdown	-6	—	—
4	—	LP ▷ ⇦ + MP ▷ ⇦ + MP	High	60	14	2	23	-4	-7	—	—
5	Left Right Dragon Fist Combo	LP ▷ ⇦ + MP ▷ ⇦ + MP ▷ MP	High	40	12	2	29	Ground bounce	-13	—	—
6	Left Right Blazing Fist Combo	LP ▷ ⇦ + MP ▷ ⇦ + MP ▷ LP	High	40	10	3	25	+3	-10	—	Backturn on hit

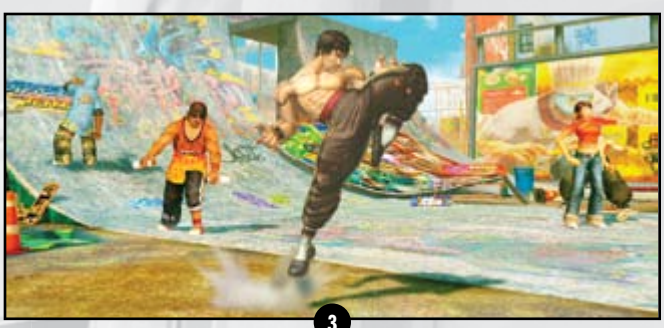
Left Right Combo: Left Right Combo functions as the opening string of attacks to Left Right Dragon Fist Combo and Left Right Blazing Fist Combo. Left Right Combo can be used when punishing on reaction in close quarters, due to its speedy 5 frame startup.

Left Right Combo is -1 on block, so it can be used for safe pressure and in tandem with cr.LP as a frame trap. If an opponent blocks Left Right Combo, link into cr.LP. If opponents try to do anything besides an invulnerable reversal or block, they'll get hit by cr.LP.


1


2

Left Right to Knee: Left Right to Knee serves as a quick three hit combo at close range with no special properties. Although the ending knee pops opponents high enough into the air to make it usable as a handoff, other attacks serve the same purpose but with a higher damage output. On block, Left Right to Knee is punishable by quick attacks.


3

Left Right Dragon Fist Combo: Left Right Dragon Fist Combo is a combination of Left Right Combo and Knuckle Rush. If you are in close range and want the ground bounce of Knuckle Rush without the added startup, you can opt to use this attack instead. Left Right Dragon Fist Combo starts in 5 frames instead of Knuckle Rush's 10, so this is better to use if the lateral range of Knuckle Rush isn't needed. The last hit causes a ground bounce, which allows continued juggling with Knuckle Rush or cr.HP.


4


5

Left Right Blazing Fist Combo: Left Right Blazing Fist Combo is an alternative attack to Left Right Dragon Fist Combo, performed by ending with LP instead of MP. Though the last punch causes a spinning state that puts you at a 3 frame advantage, the opponent is propelled too far away to connect with Law's only 3 frame startup attack, cr.LP. Left Right Dragon Fist Combo is better to use in most situations.

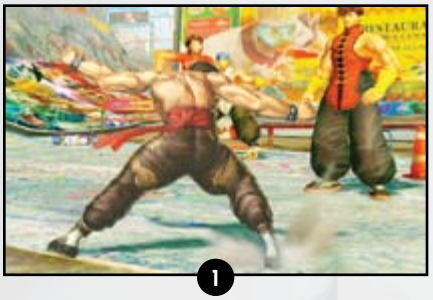

6

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

← + MP (Knuckle Rush OR Junkyard Kick OR Dragon Rush Combo)

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	← + MP	High	50	9	2	23	-2	-5	—	—
2	Knuckle Rush	← + MP → MP	High	40	12	2	29	Ground bounce	-13	—	—
3	—	← + MP → LK	High	60	12	2	20	-1	-4	—	—
4	Junkyard Kick	← + MP → LK → MK	High	60	12	2	25	Floats	-7	—	—
5	Dragon Rush Combo	← + MP → LK → ↓ + MK	Low	60	13	2	25	Hard knockdown	-8	—	—


1


2

Knuckle Rush: Knuckle Rush is a double punch attack that causes a ground bounce on hit. Law takes a hearty step forward before the first punch becomes active, giving this attack the ability to effectively punish whiffed attacks. Stay just outside of your opponent's striking range, enticing them to poke with a normal move. Once it whiffs, punish with Knuckle Rush into a juggle combo.

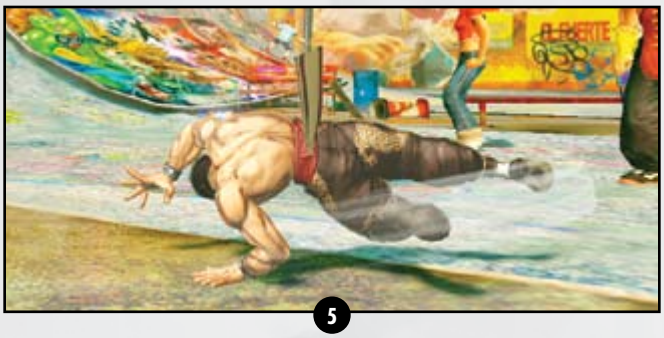
Though Knuckle Rush is effective as a punishing tool, you can net more damage overall by punishing standing opponents with Junkyard Kick instead. However, Knuckle Rush is instrumental to some of Law's longer combos, so its combo utility surpasses that of Junkyard Kick.

Junkyard Kick: Junkyard Kick is a three hit attack string that puts the opponent in a float state, ready to be juggled. It possesses the same long range and initial punch of Knuckle Rush, making it ideal for normal move whiff punishing. Learning the position in which you are in range to land Junkyard Kick while simultaneously being out of range of your opponent's pokes is vital and will differ from matchup to matchup. It is -7 on block, making it unsafe if guarded. If you confirm that the initial punch has been blocked, you can perform the following kick and end the string prematurely. Junkyard Kick's second hit is -4 on block, making it more difficult to punish than the first or third hits.

Midscreen, Junkyard Kick can be followed by Knuckle Rush into a juggle, as seen in **combo III**. Junkyard Kick's juggle follow-ups are more varied in the corner because it is possible to connect with cr.HP or cl.HP .


3

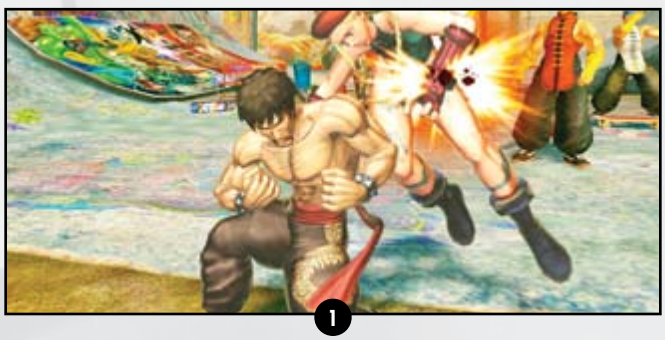

4


5

Dragon Rush Combo: Dragon Rush Combo is similar to Junkyard Kick, except that it ends in Dragon's Tail. This can be used to check an opponent's low guard if the initial attack of the string is blocked. On hit, Junkyard Kick has a much higher damage potential and should be used if a hit is confirmed. Dragon Rush Combo is unsafe if blocked and it does not have an overhead mix-up to trick opponents into blocking high, so it is best used sparingly.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Dragon's Fire	→ or N + LP LK	Throw	120	7	2	20	Hard knockdown
2	Run Up to Drop	← + LP LK	Throw	120	7	2	20	Hard knockdown


1

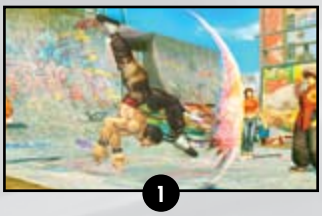

2

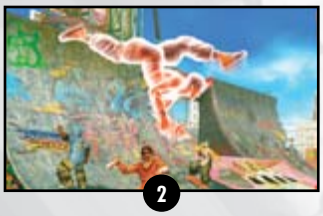
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

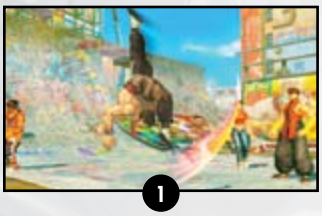
Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Somersault Kick LK	⇦ ⇖ ⇧ ⇗ ⇨ + LK	High	40	14	7	22	Knockdown	-7	—	Airborne frames 13-28
	Somersault Kick MK	⇦ ⇖ ⇧ ⇗ ⇨ + MK	High	40	14	7	20	Knockdown	-5	—	Airborne frames 13-28
	Somersault Kick HK	⇦ ⇖ ⇧ ⇗ ⇨ + HK	High	0	14	7	20	Knockdown	-5	—	Airborne frames 13-28
2	Somersault Kick EX	⇦ ⇖ ⇧ ⇗ ⇨ + K K	High, high, mid	120, 60	7	13(15) 14	38	Knockdown	-60	—	Airborne frames 14-95, full body invulnerability frames 1-18, knockdown state frame 96
1	Backflipper	(during Somersault Kick) ⇦ ⇖ ⇧ ⇗ ⇨ + K	High	70	5	10	25	Knockdown	-13	—	Airborne frames 3-26
3	LP Fury Fist Rush	⇦ ⇖ ⇧ ⇗ ⇨ + LP	High	20, 10 x 2, 5 x 6, 20	16	4	27	Floats	-5	—	—
4	MP Fury Fist Rush	⇦ ⇖ ⇧ ⇗ ⇨ + MP	High	20, 10 x 3, 5 x 4, 20	16	4	27	Ground bounce	-5	—	—
5	HP Fury Fist Rush	⇦ ⇖ ⇧ ⇗ ⇨ + HP	High	20, 10 x 8, 20	16	4	27	Hard knockdown	-5	—	—
4	EX Fury Fist Rush	⇨ ⇘ ⇧ ⇙ ⇦ + P P	High	20, 10 x 8, 20	17	4	27	Wall bounce	-5	—	Full body invulnerability frames 1-16
6	Shaolin Spin Kicks	⇩ ⇙ ⇦ + K	High	40 x 3	17	2(12)2 (14)2	21	+2	-1	—	Can be Super Charged: 51 frames for EX version or 100 frames for Super Arts
7	Shaolin Spin Kicks EX	⇩ ⇙ ⇦ + K K	High	20 x 3, 60	12	2(12) 2(14)2 (35)2	18	Wall bounce	-3	—	Can be Super Charged: 51 frames for Super Arts, Super Charge has full body invulnerability frames 1-20, attack has full body invulnerability frames 1-2, full body projectile invulnerability frames 3-87, airborne frames 59-77


1


2

Somersault: Law performs a somersault attack that can be used in several different ways. The attack strength used determines the Somersault's behavior. LK Somersault travels slightly backwards and has 7 frames of recovery compared to MK and HK Somersault's 5. However, the backwards momentum makes LK Somersault difficult to punish because of the distance it creates. MK Somersault flips in place, and HK Somersault flips slightly forward.

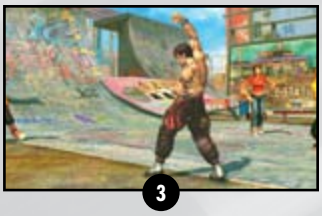

1

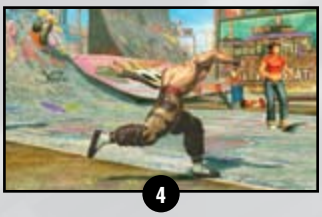
Backflipper: Backflipper is a follow-up attack to Somersault, sharing the same command. It can be used as a surprise attack against opponents trying to punish Somersault's recovery or just as follow-up damage to a successfully landed Somersault.

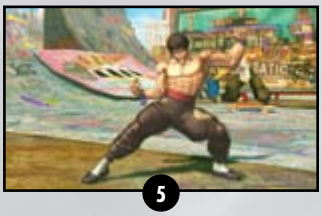
Somersault is difficult to use as anti-air due to its startup. It is often stopped by incoming jumping attacks just before becoming active. Once active, however, Somersault commands a large area of attack both in front and directly above. It can be used as anti-air if performed early and can also be used to simply control space. Somersaults are difficult to punish on both whiff and block. So you can get away with performing defensive Somersaults liberally against grounded opponents and covering with Backflipper from time to time. This makes Law not only difficult to approach on the ground, but it also deters opponents from jumping in as well.

Somersault also sees some use in combos, especially in the corner (see **combo VI**). MK and HK Somersault can be followed with Knuckle Rush or cr.MP depending on positioning. Backflipper will usually connect after a successful Somersault for extra damage, although it will sometimes whiff if performed after LK Somersault due to positioning.

EX Somersault is invulnerable during its 16 frame startup, so it can be used as a reversal. It actually has two phases of attack: once on the way up and once on the way down, the last hit is an overhead. On hit or whiff, Law goes into a hard knockdown position upon reaching the ground. If an opponent blocks your reversal attempt, they'll need to use a juggle combo to punish the attack because Law is considered airborne until he goes into knockdown state. If an opponent is hit by the Somersault, Law takes so long to recover that opponents can quick recover and reposition for another wakeup situation.

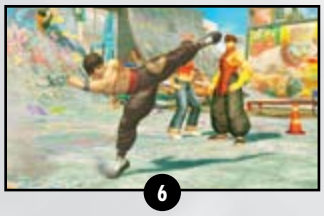

3

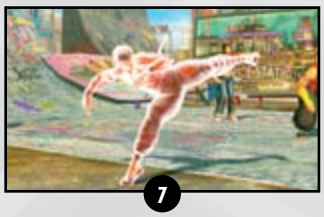

4


5

Fury Fist Rush: Law performs a flurry of punches after connecting with an initial strike. Each version of Fury Fist Rush has a different behavior. LP Fury Fist Rush puts an opponent in a float state, which can be followed by a juggle just before they hit the ground. MP Fury Fist Rush causes Law to slam the opponent down into a ground bounce, offering similar follow-up combo options as LP Fury Fist Rush. HP Fury Fist Rush's usefulness is outshined by all other versions. Even though it does the most raw damage of the four versions, HP Fury Fist Rush causes only a hard knockdown. If it connects on an airborne foe, Fury Fist Rush will knock opponents high into the air but will not transition into the rest of the attack.

EX Fury Fist Rush is completely invulnerable on startup, making it usable as a reversal attack. Performing it with LP MP or LP HP will cause a float state and ground bounce respectively, similar to the non-EX versions. Performing it with MP HP will cause a wall bounce that can be followed by a juggle. The damage potential of a reversal EX Fury Fist Rush is high enough to force opponents to be extra cautious when attacking Law.


6


7

Shaolin Spin Kicks: This attack is central to Law's offense and serves as a vital tool to his game overall. These kicks are -1 on block, making them unpunishable. Shaolin Spin Kicks can be safely poked with when canceled into from crouching MK or Shin Crusher, making them useful for quick damage and pressure. They're also great as a handoff attack because the total duration of the attack is long enough to set up an optimally positioned Switch Cancel combo. Confirm with cr.MK ▷ ⇩ ⇘ ⇦ + K, then Switch Cancel on the first or second hit of Shaolin Spin Kicks. It is one of the best handoffs in the game because it keeps opponents stunned in a standing position the whole time, allowing Law's partner to follow with a full combo. On hit, this Special Move gives a +2 frame advantage, which is enough to keep your offense going after successfully connecting with it.

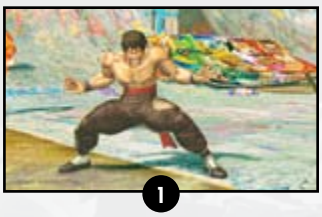
EX Shaolin Spin Kicks causes a wall bounce on hit, granting big damage off hit-confirmed normal attacks or Boost Combos. The wall bounce it causes, combined with the quick recovery of the last kick, allows you to add a diagonal jumping HK before continuing to juggle, something not possible with EX Fury Fist Rush, Law's other wall bouncing attack. Even though EX Shaolin Spin Kicks is only -3 if blocked, there is a 35 frame gap between the third and fourth hits, so it is easily interrupted on block. Use the EX version only when guaranteed a hit or during a (Dragon's Charge) Dragon Knuckle crumple. EX Shaolin Spin Kicks is a great handoff attack when blocked because its duration is so long. You can Switch Cancel during a blocked EX Shaolin Spin Kicks, then jump over your opponent to confuse their blocking.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Dragon Charge

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Dragon Charge	⇨↘⇩↙⇦ + P	—	—	—	—	93	—	—	—	Input follow-ups between frames 3-60, follow-ups execute after frame 12
	Dragon Charge EX	⇨↘⇩↙⇦ + PP	—	—	—	—	93	—	—	—	Input follow-ups from frames 3-60, follow-ups execute after frame 12, armor frames 1-65, input ⇨⇨ or ⇦⇦ to cancel into dash
2	Cloud Gates	(during Dragon Charge) ⇨ + P	Mid	60	16	2	34	Ground bounce	-10	—	—
3	Dragon's Flight	(during Dragon Charge) K	High	110	17	9	21	Hard knockdown	-8	—	Full body projectile invulnerability frames 1-33, crushes airborne attacks frames 19-29, airborne frames 14-33
4	Dragon Knuckle	(during Dragon Charge) P	High	70	11	15	41	Crumple	-24	—	Inputs P/K between frames 11-40 for follow-up attacks , floats airborne opponents
	(EX Dragon Charge) Dragon Knuckle	(during EX Dragon Charge) P	High	70	11	15	29	Crumple	-12	—	Input P/K between frames 11-40 for follow-up attacks, floats airborne opponents
5	Dragon Knuckle Combo	(during Dragon Knuckle) P	High	130	15	4	43	Knockdown	-17	—	Armor frames 1-18
6	Dragon Knuckle Flight	(during Dragon Knuckle) K	High	100	16	9	34	Knockdown, wall bounce if used during (EX Dragon Charge) Dragon Knuckle	-21	—	Airborne frames 11-30



Dragon Charge: Dragon Charge is a stance-like Special Move that can be canceled into Cloud Gates, Dragon's Flight, or Dragon Knuckle. Law stands still and is unable to move during Dragon Charge, leaving him extremely vulnerable. On the other hand, EX Dragon Charge has armor during its entire duration, making it usable as a reversal. EX Dragon Charge can also be canceled into from a Boost Combo, which can then be followed by Dragon Knuckle.

Dragon Charge is best used in combos involving Dragon Knuckle or as a means of approach with Dragon's Flight. Even though you can play games of "chicken" trying to bait opponents with a delayed Dragon Knuckle during Dragon Charge, this tactic is easily countered by patient players.

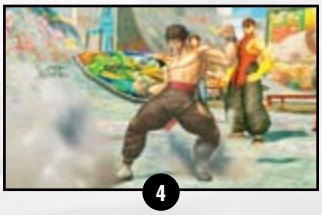


Cloud Gates: This overhead punch is available during Dragon Charge only. It causes a ground bounce, providing enough time to follow with cr.HP or Knuckle Rush to juggle. While Cloud Gates starts up faster than most other overhead attacks, it is unsafe if whiffed or blocked.

Cloud Gates can be used to check an opponent's high guard by canceling into Dragon Charge from attacks such as cl.HP (due to the blockstun it causes) or Shin Crusher (due to its low Hit Level), then immediately performing Cloud Gates. Cloud Gates can also be used for reset opportunities. After connecting J.HK, cl.HP ▷ ⇨↘⇩↙⇦ + P, you can perform Cloud Gates (which does not combo) instead of Dragon Knuckle for a reset in damage scaling.



Dragon's Flight: Law performs a flying kick that has the range of nearly an entire screen. Even though Dragon's Flight is unsafe if blocked at close range, performing it so that it connects within the last few active frames of the kick makes it virtually unpunishable. Dragon's Flight also crushes airborne attacks, so it cannot be beaten in an air-to-air exchange. This Special Move can be used to close the distance between Law and an opponent if it is done at the optimal range.

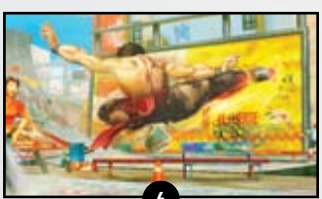


Dragon Knuckle: Dragon Knuckle is the fastest attack that can be performed during Dragon Charge. It causes crumple on hit, leaving an opponent vulnerable to several different combo starters including Knuckle Rush, Junkyard Kick, EX Shaolin Spin Kicks, or even another Dragon Knuckle. If connected on an airborne foe, Dragon Knuckle sends the target high into the air, setting them up for Dragon Knuckle Flight or a Switch Cancel juggle. If performed out of EX Dragon Charge, Dragon Knuckle's recovery gets shaved from 40 to 29, allowing you to combo a crumpling opponent while they are still standing.

Dragon Knuckle can also be used outside of combos. You can make Law appear vulnerable by showing your opposition Dragon Charge. If your opponent has an aggressive style, you can wait for them to flinch and blindside them with Dragon Knuckle. If they block it, you can play yet another game of "chicken" with a delayed Dragon Knuckle Combo. This tactic's usefulness is limited against players who react to this tactic passively.



Dragon Knuckle Combo: Dragon Knuckle Combo is one of two follow-up attacks to Dragon Knuckle. Frames 1-18 have armor, absorbing one hit without interrupting its startup. By design, its main use is implied to be a last-ditch effort to save an unsuccessful Dragon Knuckle from being punished. Dragon Knuckle Combo can be canceled into during the entire 40 frame duration of Dragon Knuckle's recovery and can be used to counter an opponent's attempt to punish a blocked or whiffed Dragon Knuckle. It is a gamble. Do you wait for your opponent to attack and then attempt to react with Dragon Knuckle Combo? Or do you expect them to anticipate the punch and let Dragon Knuckle recover? Or will your opponent fake an attack and do nothing and then block your counter attack? Dragon Knuckle Combo has a sluggish 43 frames of recovery, so expect a hard punish after one whiffs or if it is blocked. Dragon Knuckle Combo can also be used as a combo ender in corner juggles that have not had too many previous juggle hits.



Dragon Knuckle Flight: Dragon Knuckle Flight is similar to Dragon's Flight, but it does not crush airborne attacks nor does it have any projectile invulnerability. The main use of this Special Move is to serve as a combo ender after Dragon Knuckle. To properly connect Dragon Knuckle Flight after connecting Dragon Knuckle on a juggled opponent, delay Dragon Knuckle Flight until the opposing character nears the ground. If performed during (EX Dragon Charge) Dragon Knuckle, it will cause a wall bounce on hit.

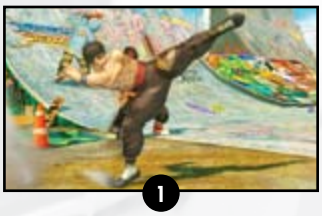


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

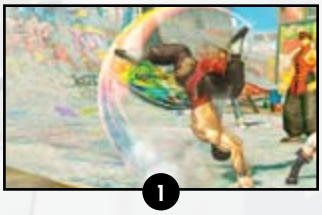
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Junkyard Soul	↓↘→ + K K K	High	25, 20, 30, 10 x 10, 30 x 2, 70	8	2(12)2(14)2	50	Hard knockdown	35
Notes									
62 frame cinematic freeze before attack begins, full body invulnerability frames 1-7									



Junkyard Soul: Law performs an attack similar to Shaolin Spin Kicks. If the last hit successfully connects, Law transitions into a cinematic attack that deals heavy, unrecoverable damage. The third kick must connect for the rest of the attack to follow through. If the first two kicks connect but the last doesn't, the cinematic will not occur. If the first two kicks do not connect but the third does, the cinematic will take place. Junkyard Soul is invulnerable on startup and can be used to blow through an opponent's attack. It can be used in combos and juggles.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↙→ + MP MK	High, mid, high	20, 10 x 5, 30	8	2(21)2(20)4	45	Switch	47
Notes								
66 frame cinematic freeze before attack begins, full body invulnerability frames 1-9								



Law's Cross Art is a three-fold attack in which he first strikes with an elbow, then performs a flip attack that must be blocked high, and finishes with a rising attack. This Cross Art is invulnerable throughout its startup and can be used to blow through an opponent's offense. Law will not transition into the Cross Art cinematic unless the first hit connects. Even if opponents incorrectly block the overhead, the second and third attacks of this Cross Art will not activate the Cross Art cinematic. Note that opponents who block the first hit at point-blank range will be out of range to block the third attack because of the distance.

YOU'RE PRETTY GOOD! I WORKED UP QUITE THE SWEAT!

OVERVIEW



You have the choice to allow a blocked or whiffed Dragon Knuckle to recover…



…or to interrupt your opponent's attempt to punish with the armor-endowed Dragon Knuckle Combo.

Like many *Tekken* characters, Law is most effective at close range, where you can harass opponents by mixing between close LP, crouching LP, Left Right Combo, and throws. Law's hitbox does not extend during crouching LP, so its priority is high (even though its range is short). These attacks all grant combo opportunities if they are hit confirmed. Both close LP and crouching LP can be confirmed into crouching MP, and Left Right Combo can be confirmed into Left Right Dragon Fist Combo. These attacks are also extremely quick on startup and are safe on block, making them useful for frame trapping. Left Right Combo is -1 on block, which means you can follow it with cr.LP for a frame trap. Be aware of your opponent's habits—gaps in your offense can be exposed by invulnerable reversal attacks.

Law is also highly effective at mid range. Law's ← + MP travels forward a character's length during its startup, which is 7 frames. It can be used at mid range to punish whiffed normal moves or slow-recovering Special Moves. ← + MP leads to Junkyard Kick, which leads to **combo III**. If ← + MP is blocked, you can follow through by canceling into the second hit of Junkyard Kick by pressing LK, which is only -4 on block. Standing MP can be used in a similar fashion and is cancelable into Special Moves, Super Arts, and Cross Arts. Crouching MK sees use at mid range as well and is effective as a poke when canceled into Shaolin Spin Kicks.

Mid range is also the ideal position to set up Shin Crusher and Dragon Hammer mix-ups. Shin Crusher and Dragon Hammer both have a forward step built into the attack, giving these moves range that can be used from a character's length away. One is high and one is low, so mixing between the two at mid range will force an opponent cautious about blocking these attacks correctly. Dragon Hammer does average damage on hit and creates an opportunity for a juggle combo on Counter Hit. Shin Crusher can be used as a poke when canceled into Shaolin Spin Kicks or as a combo starter when canceled into EX Shaolin Spin Kicks, Somersault, or MP Fury Fist Rush. Standing HK also becomes a viable tool at this range, because it has the farthest reach of Law's standing normal moves. Slide Kick gains use at mid range as well by passing through projectiles. Using it at its maximum range also makes it safe on block.

For defense, Law has two invulnerable reversals in EX Somersault and EX Fury Fist Rush. EX Fury Fist Rush is great for punishing frame traps and wakeup pressure. EX Somersault isn't as effective against frame traps due to its limited lateral range and startup time. But, it forces an opponent to punish with only a juggle instead of a full combo. Somersaults can also be used defensively. These attacks cover a large area and can be difficult to punish, so you can perform them as a deterrent to characters approaching from both the air and on the ground. EX Dragon Charge can be used defensively due to its armor property, but the following Dragon Knuckle can be interrupted.

On an opponent's wakeup, you can cross your opponent up with Law's J.MK or J.LK. J.MK can be used for deep cross-ups, while J.LK provides a more ambiguous cross-up. You can use ← + MP as an option select if your opponent is trying to avoid your jumping attacks on wakeup with a backdash: perform the aerial attack and input ← + MP when your aerial attack makes contact with an opponent's attack (this works with standing MP as well). If they backdash, ← + MP will be performed, which leads into Junkyard Kick or Knuckle Rush. If your aerial attack makes contact, the ← + MP input will become nullified since the hitstun/blockstun of the aerial attack will keep Law airborne during the input. You can immediately start applying pressure on wakeup as well with close LP, crouching LP, Left Right Combo, and throws. Cr.MP is great as a meaty attack to set up offense since it has 4 active frames.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LK, cr.LP, cr.MP ▷ ⇦↙↓↘⇨ + MP, cl.HP ▷ ⇨↘↓↙⇦ + P, P, K

(298 damage)

This is a bread and butter combo that is hit-confirmed using a link of cr.LK, cr.LP, cr.MP. Both cr.LK, cr.LP and cr.LP, cr.MP are 2 frame links, so the timing for the beginning of this combo is rhythmic in nature. The second part of the combo is a standard cancel of cr.MP ▷ ⇦↙↓↘⇨ + MP, which causes a ground bounce to set up for a juggle. MP Fury Fist Rush provides only a small ground bounce, allowing barely enough time to juggle with cl.HP. As such, cl.HP should be performed immediately when MP Fury Fist Rush is finished recovering.

Any HP attack (standing, close, or crouching) cancelled into (Dragon Charge) Dragon Knuckle should be done in one swift sequence such that Dragon Charge is barely noticeable. Keep in mind that any punch strength can be used to perform both Dragon Charge and Dragon Knuckle. As a result, some players might find it easier to use different attack strengths for the sequence instead of pressing one button repeatedly. Therefore, the last part of the combo can be done with inputs of cl.HP ▷ ⇨↘↓↙⇦ + MP, HP, K.

Even though Dragon Knuckle can be canceled into Dragon Knuckle Flight anytime after Dragon Knuckle connects, canceling too early will cause the flying kick to whiff. Instead, cancel into Dragon Knuckle Flight after a slight delay to ensure it connects. This timing needn't be memorized. Just use the visual cue of the opponent falling in front of you to know when to perform the kick.

This combo can be varied in several ways. The initial cr.LK can be substituted with cr.LP, which is 1 frame faster on startup but can be blocked high. MP Fury Fist Rush can be substituted for LP Fury Fist Rush, since they both have similar juggle follow-ups. MP Fury Fist Rush can also be substituted for Shaolin Spin Kicks (192 damage). This is especially useful after confirming the opponent is blocking, since Shaolin Spin Kicks is only -1 on block.

All combos (including this one) that end with ⇨↘↓↙⇦ + P ▷ P ▷ K (Dragon Charge to Dragon Knuckle to Dragon Knuckle Flight) can also be ended with Junkyard Soul by canceling into it from standing, crouching, or close HP. As a result, this combo can be modified by doing cr.LK, cr.LP, cr.MP ▷ ⇦↙↓↘⇨ + MP, cl.HP ▷ ↓↙⇦ + K K K for 440 damage. This works in the corner as well.

II. Cr.LK ▷ cr.MK ▷ st.HP ▷ ↓↙⇦ + K K, diagonal J.HK, st.HP ▷ ⇨↘↓↙⇦ + P ▷ P ▷ K

(369 damage, 1 block and midscreen required)

With one block of Cross Gauge, you can perform a Boost Combo canceled into EX Shaolin Spin Kicks. Boost Combos are unsafe if blocked, so this combo is best used to punish a slow-recovering attack or when hit-confirmed off a deep jumping attack (such as cross-up J.MK or J.HK).

Diagonal J.HK should be performed just as EX Shaolin Spin Kicks recovers. As the last kick connects, you should already be holding ↗ so that you jump as soon as possible. For the combo to work properly, J.HK must be performed early so that you land in time to juggle with st.HP into (Dragon Charge) Dragon Knuckle. As a hard knockdown alternative, the combo can be modified as follows: cr.LK ▷ cr.MK ▷ st.HP ▷ ↓↙⇦ + K K, diagonal J.HK, ⇦ + MP ▷ MP, cr.HK (334 damage).

Note that this combo cannot be performed in the corner due to the opponent bouncing off the wall earlier than usual. In the corner, you can use st.HP ▷ ⇨↘↓↙⇦ + P, P after the wall bounce as an alternative juggle (347 damage).

III. ⇦ + MP ▷ LK ▷ MK, ⇦ + MP ▷ MP, cr.HP ▷ ⇨↘↓↙⇦ + P ▷ P ▷ K

(320 damage)

Law's unique move strings have varying properties on hit and can be linked together for high damage combos. In this combo, the float state that Junkyard Kick produces can be followed with Knuckle Rush, resulting in a ground bounce. As soon as your opponent is knocked into float state, perform ⇦ + MP ▷ MP as soon as possible to connect. After the ground bounce, perform cr.HP as fast as possible to continue the juggle, which is similar to **combo II**'s ender. This combo can also be performed after (EX Dragon Charge) Dragon Knuckle (334 damage), though you must time ⇦ + MP quickly so that the opponent is caught standing instead of in the air during the crumple.

IV. ⇨↘↓↙⇦ + P, P, ⇦ + MP ▷ MP, cl.HP ▷ ⇨↘↓↙⇦ + P ▷ P ▷ K

(307 damage)

Dragon Knuckle crumples when connected on a grounded opponent, leaving them open for a juggle combo. Knuckle Rush will always be in range to combo afterwards due to the lateral range of the first punch. The trick to this combo is waiting long enough so that all of Dragon Knuckle's recovery frames have passed so that ⇦ + MP won't accidentally trigger Dragon Knuckle Combo. Wait until Law's stance begins to normalize while holding ⇦ then double-tap MP to juggle. Note the initial Dragon Knuckle can be substituted with Counter Hit st.HP.

V. ⇦ + MP ▷ MP, cr.HP ▷ ⇨↘↓↙⇦ + P ▷ P ▷ K

(damage varies due to scaling)

This juggle can be used during Switch Cancels or a partner's Launcher. Knuckle Rush's lateral movement will cause Law to pass under opponents after a partner's Launcher if done too early, causing it to whiff. To properly connect it, wait for your opponent to fall to the height of Law's head before performing Knuckle Rush. As a hard knockdown alternative, Launchers and Switch Cancels can be followed with ⇦ + MP ▷ LK ▷ MK, cr.HK.

VI. Cr.MP ▷ ⇦↙↓↘⇨ + HK, cl.HP ▷ ⇦↙↓↘⇨ + HK, cr.HP ▷ ⇨↘↓↙⇦ + P, K

(329 damage, corner required)

Somersault sees added use in combos in the corner when used with close and crouching HP. Performing cl.HP too early after the first Somersault will cause you to go under the opponent, effectively cornering yourself. Instead, juggle with cl.HP as the opponent nears the ground to connect properly. After the second Somersault, cr.HP becomes easier to juggle with because its hitbox is larger, its active frames are one frame longer, and the opponent is juggled higher than the last Somersault. Wait only until the opponent is nearing the ground to cancel Dragon Knuckle into Dragon Knuckle Flight.

Combo Appendix

Sequence	Notes
⇦ + MK ▷ ⇦↙↓↘⇨ + HK, ⇦ + MP ▷ MP, cr.HP ▷ ⇨↘↓↙⇦ + P, K	—
cl.LP ▷ ⇦ + MP ▷ LK, cr.MP ▷ ⇦↙↓↘⇨ ▷ HK, cr.HK	—
cr.MP, cr.MP	Trial 10
cl.LK, cr.LP	Trial 11; st.LK also possible
cr.MK, cr.LK ▷ cr.MK ▷ cr.HK	Trial 12
J.HP, st.HP ▷ ⇦↙↓↘⇨ + P	Trial 13, st.HP can be replaced with cl.HP
⇦ + MP ▷ MP, cr.HP ▷ ↓↙⇦ + K	Trial 14
cl.LP ▷ ⇦ + MP ▷ LK, cr.MP ▷ ↓↙⇦ + K K K	Trial 15
⇦ + MP ▷ LK ▷ MK, cr.MK ▷ ⇨↘↓↙⇦ + P ▷ P ▷ K	Trial 16, delay K
⇦↙↓↘⇨ + MK, cr.MP ▷ ⇦↙↓↘⇨ + MK, cr.MP ▷ ⇦↙↓↘⇨ + MK ▷ ⇦↙↓↘⇨ + K, ⇦↙↓↘⇨ + MK	Trial 17
cl.HK, cr.MP, cr.LK ▷ cr.HP ▷ ↓↙⇦ + K K, ⇨↘↓↙⇦ + P ▷ P ▷ K	Trial 18, delay K
⇨ + MP, st.LP ▷ st.MP ▷ st.HP ▷ ⇦↙↓↘⇨ + LP HP, ⇦ + MP cr.HP ▷ ↓↙⇦ + K K K	Trial 19
⇨↘↓↙⇦ + P ▷ P, ⇨ + MP, cr.LK ▷ st.HP ▷ ⇨↘↓↙⇦ + P P ▷ P, ↓↙⇦ + K K K	Trial 20

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Lili

Platinum Grace

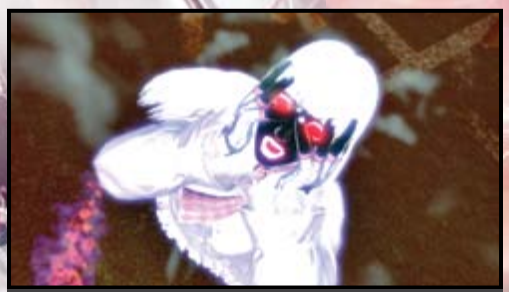
The daughter of a world-famous oil czar. She has a haughty, arrogant attitude but also has a penchant for fighting. Thus, when she finds the time, she engages in street fights. She suffered a bitter defeat at the hands of Asuka Kazama in a tournament and since then Lili has viewed her as a rival. For the sake of her father, she teams up with Asuka to retrieve the mysterious box located in the Antarctic.

Win Comment 1: Yet another elegant and smart victory for me.
Win Comment 2: The moment of victory. I love it!
Win Comment 3: Please don't tell my father.


Color 1


Color 2


Princess and Pauper


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



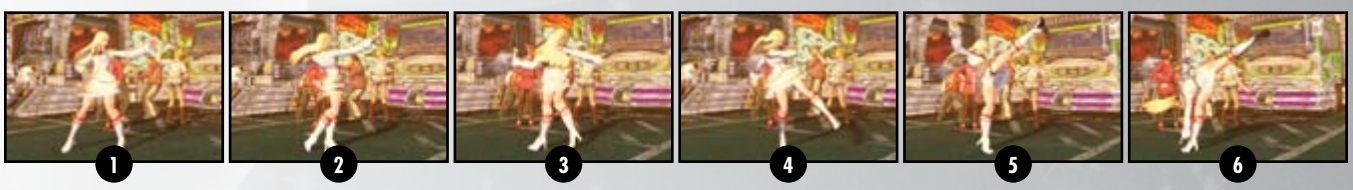


DATA ARSENAL

Vitality	900
Forward Dash Duration	17 frames
Backdash Duration	8 frames invulnerable, 13 frames airborne, 5 frames grounded (26 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	37 frames (36 frames)
Diagonal Jump (and High Jump) Duration	37 frames (36 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	4	2	8	+7	+3	SM, EX, SA, CA	—
2	Standing MP	High	60	6	3	12	+6	+2	SM, EX, SA, CA	—
3	Standing HP	High	90	8	4	18	+3	-2	SM, EX, SA, CA	—
4	Standing LK	High	30	7	2	10	+4	+1	SM, EX, SA, CA	—
5	Standing MK	High	60	10	4	18	-1	-5	SM, EX, SA, CA	Attacking leg crushes airborne attacks frames 10-14
6	Standing HK	High	90	12	2	23	0	-5	—	—



Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	2	9	+6	+2	SM, EX, SA, CA	—
2	Crouching MP	Low	60	5	4	11	+6	+2	SM, EX, SA, CA	—
3	Crouching HP	High	90	7	4	20	+2	-2	SM, EX, SA, CA	Forces standing on hit
4	Crouching LK	Low	30	4	3	9	+5	+1	SM, EX, SA, CA	—
5	Crouching MK	Low	60	5	3	16	+2	-2	SM, EX, SA, CA	—
6	Crouching HK	Low	90	9	3	26	Hard knockdown	-9	—	—



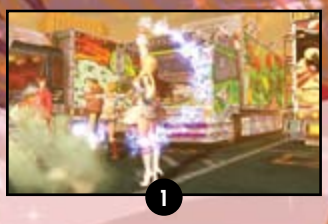


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

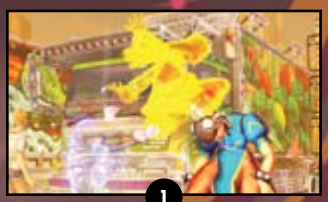
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP + HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP + HK (while blocking)	High	110	6	7	24	Hard knockdown	-2
Notes								
Similar to EX Angel Knee								



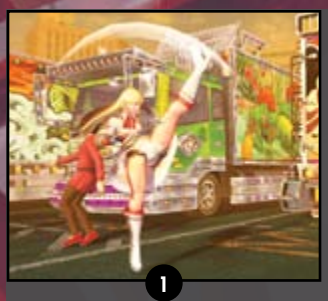
Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	5	9	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Jumping MP	Mid	70	6	4	Until grounded, then 4 frames recovery	+16	+5	—	Knockdown on airborne foes
3	Jumping HP	Mid	100	7	2(2)2	Until grounded, then 4 frames recovery	+20	+8	—	2nd hit knockdown on airborne foes
4	Jumping LK	Mid	40	4	8	Until grounded, then 4 frames recovery	+12	+4	—	Hit level changes to high on frame 6
5	Jumping MK	Mid	70	6	8	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Jumping HK	Mid	100	7	8	Until grounded, then 4 frames recovery	+20	+8	—	—



Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Submissive Heel	⇨ + HK	Mid	70	17	2	28	+4	-6	—	Forces standing on hit, hard knockdown on airborne foes
2	Andante	⇘ + HK	Crouchable high	50	9	3	26	Floats	-9	—	Crushes airborne attacks frames 6-11



Submissive Heel: This unique attack causes Lili to step forward and drop a mid-hitting heel on her opponent. For an overhead, this attack is very fast, and it forces standing, allowing you to continue into an Angel Knee combo if it hits. If you have a chance to make your opponent afraid of your other attacks after pinning them down with Dendrobium or standing poke pressure, occasionally throw out this attack and catch them off guard. Since it's only -6, it's not incredibly risky. However, the more you use it, the more your opponent will look for it and this will give them a chance to recognize the attack and punish you.



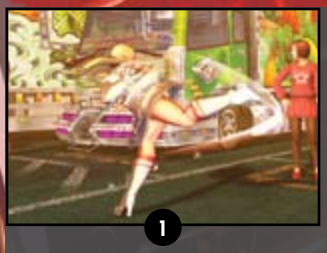
Andante: Lili kicks toward the air, launching her opponent if it connects. Andante isn't very effective on the ground because it's slow. If you can hit an opponent with it, you can hit them with Angel Knee for more damage. As an anti-air, Andante is effective since it crushes all anti-air attacks, giving Lili a strong anti-air that leads into a sizable combo when it hits! If your opponent is foolishly jumping at Lili, anti-air them with Andante and continue into your best post-launch juggle.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Peacock Kick Strings—→ + MK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Peacock Kick	⇨ + MK	High	60	10	2	21	+1	0	—	Knockdown on airborne foes
2	Peacock Waltz	⇨ + MK ▷ HP	Low	120	19	2	32	Sweep knockdown	-15	—	—
3	—	⇨ + MK ▷ MP	High	40	18	2	17	+6	-1	—	Knockdown on airborne foes
4	Peacock Jive	⇨ + MK ▷ MP ▷ HK	Mid	70	17	3	40	Hard knockdown	-25	—	—

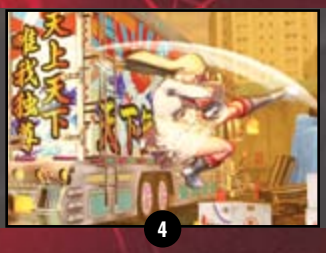


Peacock Kick: This attack causes Lili to hop forward with a spinning kick. Peacock Kick is fast and can be used to quickly get close to your opponent. At +1 on hit and even on block, Lili is always safe as long as Peacock Kick connects. If you're having trouble closing the distance to the opponent, consider throwing out a Peacock Kick to move in closer.

Peacock Waltz: This string causes Lili to perform Peacock Kick then finish it with an incredibly damaging punch that smacks your opponent to the ground. You should refrain from using this attack as a poke because it's unsafe on block. If you know your Peacock Kick will hit, however, cancel into this chain. It does ample damage and puts your opponent in a hard knockdown. In juggles, this chain is preferable to Peacock Jive because it flattens your opponent and always does more damage.



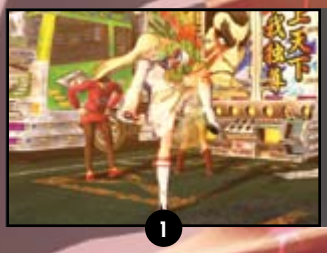


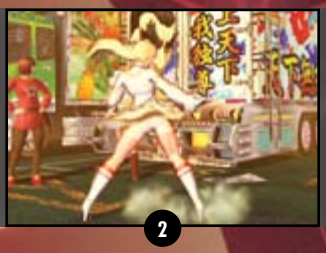


Peacock Jive: In this chain Lili performs two quick attacks before kicking her opponent away. The first hit of this string leaves you at huge advantage after it hits, granting a large combo after a successful Peacock Kick. The third hit knocks your opponent down and can give you a chance to juggle after in certain circumstances. Save this total string for juggle combos or guaranteed situations. Generally, it's best to end after the second hit and combo a standing LP canceled into Angel Knee instead of finishing the string.

Dominating Heel—→ + LK ▷ LK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	⇨ + LK	High	40	7	3	23	-1	-4	SM, EX, SA, CA	—
2	Dominating Heel	⇨ + LK ▷ LK	Low	70	18	2	35	+25	-6	—	Doesn't combo with rest of string





Dominating Heel: During this attack, Lili throws out her knee toward her opponent then stabs downward with her foot, putting the opponent in a stagger animation and giving you a chance for a huge combo. While this attack normally doesn't combo with itself, it will if the first attack Counter Hits, giving you the chance to land huge damage off a combo starting with crouching HP. It's difficult to guarantee that hit, since the first hit of Dominating Heel is unsafe on block. The first hit is cancelable, so you can abort your attempt to Counter Hit with a safe Dendrobium attack if you think the first hit might be blocked.

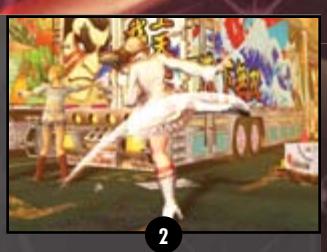
Heavy Languish—↓ + MP ▷ → + HP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	⇩ + MP	Low	60	5	4	11	+6	+2	SM, EX, SA, CA	—
1	Heavy Languish	⇩ + MP ▷ ⇨ + HP	High	40	7	3	22	+4	-2	SM, EX, SA, CA	Knockdown on airborne foes
2	Heavy Languish Beat	⇩ + MP ▷ ⇨ + HP ▷ HK	High	80	16	2	31	Hard knockdown	-10	—	—



Heavy Languish: This two-hit string gives you the chance to tack on extra damage whenever you hit a crouching MP. This attack can be difficult to use alone—if you perform the motion sloppily, you'll get Dendrobium instead of the second hit of this string. Try to perform crouching MP with ↙, then immediately move to → afterwards. If you hit ↘, you'll get Dendrobium. If you think you have a guaranteed chance at landing a crouching MP, cancel into this attack for some extra damage before performing the rest of your combo. You can also use this string for hit-confirmation—perform this string then only cancel if you see the crouching MP hit. If it doesn't hit, cancel into Dendrobium or Sunflower Lance if you think your opponent won't stand up for it. Otherwise, cancel into Angel Knee if your opponent is standing for a combo or use Sunflower Lance if they're not standing.

Heavy Languish Beat: Lili adds an extra kick attack to Heavy Languish to knock down the opponent during this string. Refrain from repeatedly using this string since it's unsafe on block and is unlikely to surprise your opponent after Heavy Languish. If you're looking for a quick juggle ender, consider this string, since it will leave your opponent in a hard knockdown and give you the chance for a mix-up.

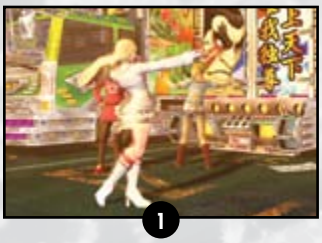


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Left Right Combo—LP ▸ → + MP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	LP	High	30	4	2	8	+7	+3	SM, EX, SA, CA	—
1	Left Right Combo	LP ▸ → + MP	High	60	7	3	15	+3	+1	SM, EX, SA, CA	—
2	Left Right Back Strike	LP ▸ → + MP ▸ ↓ + LK	Low	30	16	3	20	+2	0	SM, EX, SA, CA	—
3	Bed Time	LP ▸ → + MP ▸ MK	High	50	8	4	21	0	-2	SM, EX, SA, CA	Knockdown on airborne foes



Left Right Combo: This two-hit strike allows Lili to quickly combo into her standing MP from a standing LP without incurring a Boost Combo penalty. If you need extra time to combo from a standing combo, you can use this string instead of linking into a different attack. However, it doesn't force your opponent to stand, which limits your combo potential. Use this attack to pressure your opponent, then cancel into an Angel Knee if you hit your opponent standing for a huge combo.



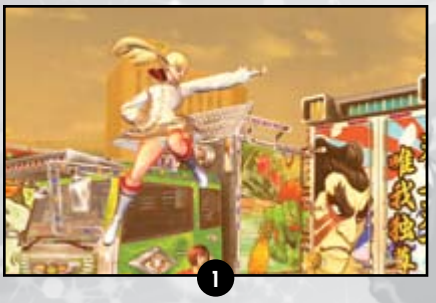
Left Right Back Strike: Lili ends Left Right Combo with a quick low attack during this string. This attack is useful as an easily verifiable combo—if the first two attacks hit, cancel this attack into Angel Knee if your opponent is standing or into Dendrobium or Sunflower Lance if they are not standing.



Bed Time: This string ends Left Right Combo with a standing kick attack that is cancelable into additional damage. Unlike Left Right Back Strike, this attack isn't safe on block, although it deals more damage in a combo. You should save this attack for situations where you know Left Right Combo can connect rather than using it in combos when fishing for hits.

Sforzando—(in air) MP ▸ HP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	MP	Mid	70	6	4	Until grounded, 4 frames landing	+16	+5	—	Knockdown on airborne foes
2	Sforzando	MP ▸ HP	High	60, 40	7	2(2)2	Until grounded, 4 frames landing	+20	+8	—	—





Sforzando: In this aerial string Lili performs jumping HP after jumping MP for additional damage against airborne opponents. If you think you can beat a jumping opponent with jumping MP, perform this string to inflict extra damage against an already airborne opponent. Jumping MP always knocks down an aerial foe, however, so you can get more damage against a guaranteed hit by continuing with a combo once you land.

Saisaris—LK ▸ MK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	LK	Mid, high	40	4	8	Until grounded, 4 frames landing	+12	+4	—	Hit level changes to high on frame 6
2	Saisaris	LK ▸ MK	Mid	70	6	8	Until grounded, 4 frames landing	+16	+5	—	—





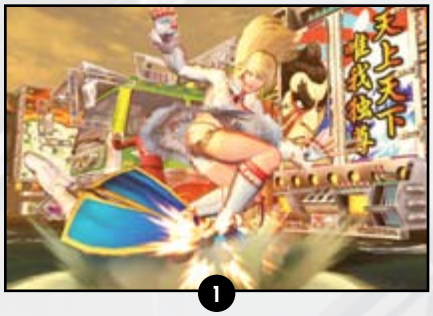
Saisaris: Lili performs jumping MK after a connected jumping LK during this string. Both hits in this string hit mid, allowing you to mix-up your opponent with a simple jump-in. It's difficult to connect with this attack against a standing opponent, which makes it difficult for you to perform this attack. You should use this attack only in combos if you need to keep your opponent in the air during a juggle combo.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Arm Grab Flip	⇨ or N + LP LK	Throw	130	7	2	20	Hard knockdown
2	Over the Back Toss	⇦ + LP LK	Throw	130	7	2	20	Hard knockdown
3	Fortissimo	(in air) LP LK	Air throw	160	7	2	Until grounded, 4 frames landing	Hard knockdown


1

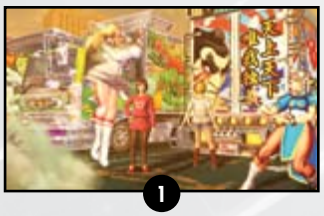

2


3

Feisty Rabbit—↓↙← + K

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LK Feisty Rabbit	↓↙⇦ + LK	—	—	—	—	40	—	—	—	Upper body projectile invulnerable and lower body invulnerable frames 6-26, airborne frames 6-26, input LK/MK/HK between frames 16-26 for follow-up attack
	MK Feisty Rabbit	↓↙⇦ + LK	—	—	—	—	47	—	—	—	Upper body projectile invulnerable and lower body invulnerable frames 8-22, airborne frames 8-30, input LK/MK/HK between frames 20-32 for follow-up attack
	HK Feisty Rabbit	↓↙⇦ + HK	—	—	—	—	48	—	—	—	Upper body projectile invulnerable and lower body invulnerable frames 12-31, airborne frames 12-31, input LK/MK/HK between frames 15-34 for follow-up attack
	EX Feisty Rabbit	↓↙⇦ + K K	High	20 x 3	18	2(1)4	21	-5	-5	—	Full body invulnerable frames 1-10, upper body projectile invulnerable and lower body invulnerable frames 11-24, airborne frames 11-32, input LK/MK/HK between frames 18-36 for follow-up attack, knockdown on airborne foes
2	Rabbit's Foot	(during Feisty Rabbit) LK	Low	100	14	4	19	Sweep knockdown	-5	—	—
	EX Rabbit's Foot	(during EX Feisty Rabbit) LK	Low	100	13	4	19	Sweep knockdown	-5	—	—
3	Cloisonne	(during Feisty Rabbit) MK	Mid	40, 60	18	3(7)3	26	Hard knockdown	-5	—	Airborne frames 17-27
	EX Cloisonne	(during EX Feisty Rabbit) LK	Mid	40, 60	14	3(7)3	26	Hard knockdown	-5	—	Airborne frames 13-23
4	Rabbit Thorn	(during Feisty Rabbit) HK	High	120	15	7	26	Wall bounce	-13	—	Airborne frames 12-25
	EX Rabbit Thorn	(during EX Feisty Rabbit) LK	High	120	15	7	26	Wall bounce	-13	—	Airborne frames 12-25

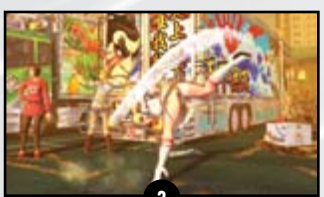
Feisty Rabbit: This special maneuver causes Lili to leap toward her opponent while spinning. Lili is projectile invulnerable during the middle of this attack, giving her a way to blow through an opponent's projectiles and strike back with one of the three Feisty Rabbit follow-up attacks. Timing Feisty Rabbit to pass through projectiles can sometimes be difficult, since it has a slight period of vulnerability at the beginning of the move and the invulnerable state runs out quickly. You must react to a projectile with this Special Move immediately to pass through it successfully. EX Feisty Rabbit hits the opponent and can extend juggle combos, but it doesn't deal much damage unless you connect with one of the follow-up attacks. It's also invulnerable for the first few frames, so it can be used as a reversal attack.


1

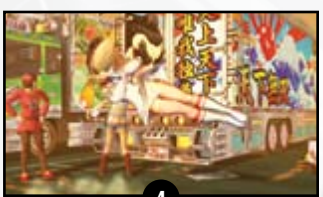
Rabbit's Foot: During this attack, Lili slides across the ground and kicks at her opponent's legs, knocking them to the ground. Rabbit's Foot isn't safe on block and is slow for a low, making it difficult to use as a mix-up tool. You should use it only if you think your opponent will definitely stand up to block Cloisonne. EX Rabbit's Foot combos after a connected EX Feisty Rabbit, giving you a knockdown and dealing decent damage to your opponent.


2

Cloisonne: Lili hops into the air and swings her legs down onto her opponent during this Feisty Rabbit follow-up. This attack hits mid and is only -5, making it somewhat safe for an overhead despite being unsafe overall. It's more likely that your opponent will crouch and block, making this attack more likely to hit than Rabbit's Foot in a high-low mix-up. EX Cloisonne combos after EX Feisty Rabbit and knocks your opponent down, making it a decent way to end a combo after a guaranteed hit. EX Cloisonne and EX Rabbit's Foot both deal the same damage and generally leave you in the same position, so use whichever attack you prefer.


3

Rabbit Thorn: Lili hops into the air and thrusts both legs toward her opponent, bouncing them off the wall on hit. You can induce a good bit of damage off a connected Rabbit Thorn, but it can be difficult to land because it's not invulnerable and is unsafe on block. Use Rabbit Thorn if your opponent is open from an unwise projectile. EX Rabbit Thorn is mostly identical to the normal version and is too slow to combo off a connected EX Feisty Rabbit. So you don't get any additional functionality by spending meter.


4

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

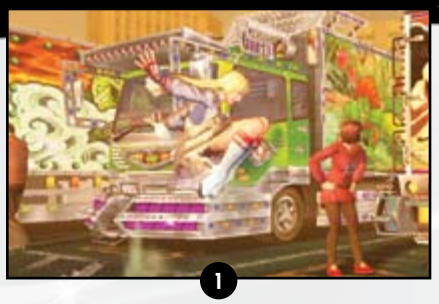
From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LK Angel Knee	⇨⇩⇘ + LK	Crouchable high	70	5	2	25	Floats	-5	—	Airborne frames 5-19
	MK Angel Knee	⇨⇩⇘ + MK	Crouchable high	70	6	6	23	Floats	-7	—	Airborne frames 6-21
	HK Angel Knee	⇨⇩⇘ + HK	Crouchable high	70	9	7	26	Floats	-10	—	Airborne frames 7-23
	EX Angel Knee	⇨⇩⇘ + K K	Crouchable high	90	7	7	22	Floats	-7	—	Full body invulnerability 1-13, airborne frames 6-20
2	Angel Knee Ascension	⇨⇩⇘ + K K ▷ K	Anti-air only	90	19	11	22	Floats	—	—	Only hits airborne foes, lower body invulnerable frames 3-39
3	LK Sunflower Lance	⇩⇘⇨ + LK	High, mid	50	17	5	30	-4	-6	—	Hit level changes to mid on frame 19, airborne frames 8-22, knockdown on airborne foes
	MK Sunflower Lance	⇩⇘⇨ + MK	High, mid	50	20	5	32	-5	-8	—	Hit level changes to mid on frame 22, airborne frames 10-25, knockdown on airborne foes
	HK Sunflower Lance	⇩⇘⇨ + HK	High, mid	50	21	5	35	-7	-11	—	Hit level changes to mid on frame 23, airborne frames 10-26, knockdown on airborne foes
	EX Sunflower Lance	⇩⇘⇨ + LK	High, mid	20, 10 x 4, 20 x 2	17	6(22)3	20	Floats	+3	—	Projectile invulnerable frames 1-24, airborne frames 9-24, 3rd-7th attacks only execute on hit, knockdown on airborne foes
4	Sunflower Lance 2nd Hit	⇩⇘⇨ + K ▷ K	High	50	16	3	30	-5	-7	—	Knockdown on airborne foes
5	Sunflower Lance 3rd Hit	⇩⇘⇨ + K ▷ K ▷ K	High, mid	40, 30	13	7(3)2	28	Hard knockdown	-11	—	Airborne frames 7-21, hit level changes to mid on frame 15
6	Divine Step	(during forward jump) ⇩⇘⇨ + K	Mid	70, 30, 40	27	Until grounded	36	Hard knockdown	-17	—	—
	EX Divine Step	(in air) ⇩⇘⇨ + K K	Mid	70, 30, 40	22	Until grounded	31	Hard knockdown	-14	—	Homes to foe's position
7	LK Air Spine Shot	(in air) ⇩⇗⇦ + LK	High	70	9	Until grounded	12	0	-7	—	—
	MK Air Spine Shot	(in air) ⇩⇗⇦ + MK	High	80	12	Until grounded	6	+6	-2	—	—
	HK Air Spine Shot	(in air) ⇩⇗⇦ + HK	High	45 x 2	18	Until grounded	8	+11	+6	—	—
	EX Air Spine Shot	(in air) ⇩⇗⇦ + K K	High	30 x 3	8	Until grounded	3	+20	+10	—	—
8	LP Attack Reversal	⇨⇘⇩⇗⇦ + LP	Counter	180	—	—	41	—	—	—	Counters strikes on Lili's head frames 1-16
	MP Attack Reversal	⇨⇘⇩⇗⇦ + MP	Counter	180	—	—	41	—	—	—	Counters strikes on Lili's midsection frames 1-15
9	HP Attack Reversal	⇨⇘⇩⇗⇦ + HP	Counter	180	—	—	54	—	—	—	Counters strikes on Lili's lower body frames 1-22
	EX Attack Reversal	⇨⇘⇩⇗⇦ + P P	Counter	180	—	—	47	—	—	—	Counters all striking attacks frames 1-18
10	LP Dendrobium	⇩⇘⇨ + LP	High	80	5	3	22	+1	-2	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, knockdown on airborne foes
	MP Dendrobium	⇩⇘⇨ + MP	High	80	7	3	22	+2	-2	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, knockdown on airborne foes
	HP Dendrobium	⇩⇘⇨ + HP	High	80	11	5	20	+3	-2	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, knockdown on airborne foes
	EX Dendrobium	⇩⇘⇨ + P P	High	20 x 3, 40	7	4(15) 2(8)2 (17)2	22	Wall bounce	+2	—	Can be Super Charged: 51 frames to perform Super Art, first three hits knockdown on airborne foes

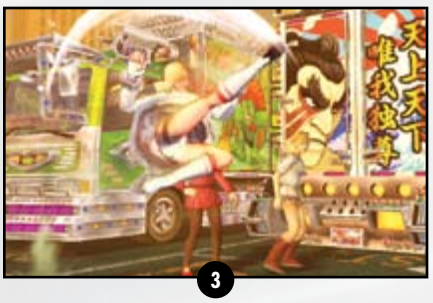
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

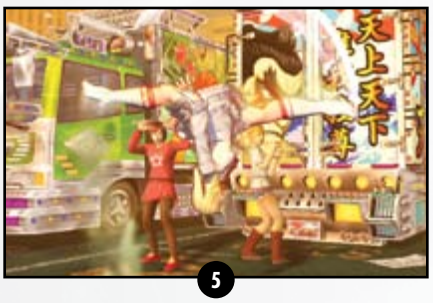

1


2

Angel Knee, Angel Knee Ascension: Lili leaps into the air knees-first during this attack. The normal versions of this attack are best in combos, since they loft your opponent into the air and allow you to connect with additional attacks and build up high-damage juggle combos. As a reversal or anti-air, this attack rarely works, as it's not invulnerable and can be avoided by simply ducking. EX Angel Knee is invulnerable, but it is also a crouchable high, meaning it can only work as anti-air or against standing attacks. If EX Angel Knee connects, you can continue into Angel Knee Ascension for additional damage and the ability to juggle your opponent after a clean hit on the ground. Angel Knee Ascension has very low juggle potential, limiting its usefulness in combos.


3


4


5

Sunflower Lance: This mid-hitting attack causes Lili to hop into the air, drop her heels on her opponent, and continue into a knockdown hit after it connects. While this attack is a decent mid attack, it's easy for opponents to see it coming, especially if you cancel into it. You should save this attack for combos because it has a high juggle potential, making it an effective and damaging combo ender. EX Sunflower Lance is projectile invulnerable, making it a useful anti-projectile attack. It's also has advantage if blocked, making it very useful as an anti-projectile and a safe mix-up even if your opponent blocks the overhead attack.


6

Divine Step: This aerial attack causes Lili to fly toward her opponent and, on hit, jump on their head and kick them in the face. This attack can be difficult to use because it's unsafe when blocked and doesn't lead to huge damage on hit. This attack is best used to counter an opponent's projectiles or other long range pokes. Don't overuse this attack since any miss guarantees a huge combo from your opponent. The EX version of Divine Step homes in on your opponent's position. This allows you to attack from full screen if they throw out projectiles.

Air Spine Shot: During this attack, Lili spins downward, simultaneously attacking her opponent while altering her jump trajectory. Using this attack can be difficult. It's easy to make the HK version safe, but it has considerably more startup than the LK version. This attack is an excellent way to keep up pressure and mix-up your opponent—jump toward your opponent and mix-up a jumping (MK) with Air Spine Shot. Depending on your angle and your opponent's reactions and anti-air abilities, each option has its advantages. The HK version is by far the strongest. Against players expecting to use an anti-air, you'll have a hard time attacking with this move's slow startup. If you're willing to spend the meter, EX Air Spine Shot not only starts up fast but also keeps the target in the longest block and hitstun, giving you a great chance to pressure your opposition.


7

Attack Reversal: If your opponent attacks you while your Attack Reversal is active, you'll not only thwart their attack but also punish them with massive damage! Each version of Attack Reversal is active on the first frame, making it an excellent reversal attack when you know what kind of attack your opponent is going to throw out. Each version of Attack Reversal serves a different purpose. The LP version is best against aerial attacks, the MP version is ideal for standing ground attacks, and the HP version defeats any low attacks. Although it's risky, if you know what your opponent is going to do you defeat their attack and also deal significant damage while doing so. Don't be predictable when using Attack Reversal as an anti-air, however. If your opponent knows you're going to use it, the more likely they are to jump at you without attacking, causing your reversal to whiff and leaving you open to massive punishment! EX Attack Reversal counters all attacks, from the ground to the air. So if you're willing to spend the meter, you can counter an opponent's attack without having to guess!


8


9


10

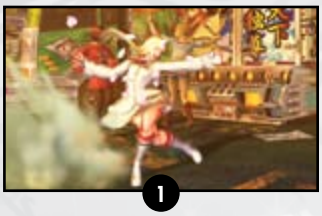
Dendrobium: While this attack looks like Lili is extending her hand in friendship, she is actually extending her hand to punish her opponent. On hit, each version of Dendrobium leaves you at advantage, giving you a chance to attack your irritated opponent with another attack canceled into Dendrobium. If your opponent blocks Dendrobium, you'll be left at slight disadvantage, bringing a sudden end to your offense. Against a defensive opponent, Dendrobium can chip away and leave them without a way to counter attack successfully—if you pay attention to their reversals. EX Dendrobium wall bounces your opponent, allowing you to get a lot of damage off a verified combo. If your opponent is ducking, cancel into EX Dendrobium instead of Angel Knee to get good damage off a glancing hit.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

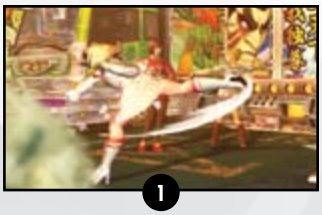
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Wind Up Spear	↓↙←↓↙←+ P P P	High	20, 30, 20, 30, 20 x 3, 30, 20 x 2, 50	8	2(16)2(10) 3(15)2	27	Hard knockdown	-10
Notes									
61 frame cinematic freeze before attack begins, full body invulnerability frames 1-9									



Wind Up Spear: Lili performs EX Dendrobium, sweeps the opponent off their feet, kicks them into the air, jumps on them several times, and then drops them to the ground with a series of devastating stomps. Lili's Super Art is best used in ground combos, since it's difficult for the first four hits to connect during a juggle. If the fourth hit doesn't connect, the rest of Wind Up Spear won't finish, lessening the damage dealt. Lili doesn't move forward very much during the attack, making it difficult to use against projectiles or from distance as a reversal.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↙←+ MP MK	High	20, 10 x 8	9	2	52	Switch	-32
Notes								
62 frame cinematic freeze before attack begins, full body invulnerability frames 1-10								

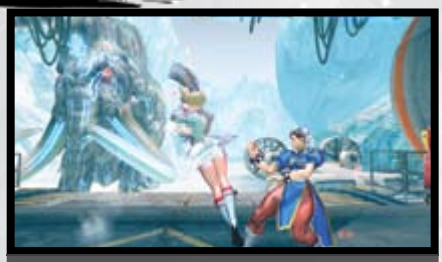


Lili performs a quick kick to start her Cross Art, unleashes several spinning attacks on her opponent, and then kicks them toward her partner. Lili's Cross Art doesn't have much range, making it difficult to use as a reversal unless the opposing character is right next to Lili. It's relatively fast and easy to use in juggle combos, however, giving you a chance to land good damage if you connect with an Angel Knee.

OVERVIEW



Divine Step moves Lili horizontally in the air, letting her quickly attack a projectile-throwing opponent.



Air Spine Shot alters Lili's trajectory during a jump, allowing her to keep pressure on her opponent.

Lili is primarily a close range character who needs to be near her opponent in order to be effective. From long ranges, she can do very little since she has limited range and below-average defense. At long ranges, you should close the distance to your opposition as soon as possible. Lili has a fast walk speed, allowing her to quickly get close to her opponent on the ground. Against opponents who are keeping you out with long pokes, you can gain ground while occasionally jumping and using Air Spine Shot or throwing out a random Attack Reversal, depending on your opponent's method of attack. You'll need to guess on your opponent's hit level in order to properly reverse their attack—Attack Reversal M against standing high and mid level attacks and Attack Reversal H against low level attacks. Attack Reversal has a long recovery period, making it a risky guess, but it can instantly switch the momentum of the match if it succeeds.

Against projectiles, Lili doesn't have many strong options forcing you to make educated guesses based on your opponent. Feisty Rabbit isn't projectile invulnerable at the beginning of the attack, only the middle, which means you won't be able to get her past projectiles that are right on top of her when you perform the attack. Even the HK version doesn't travel that far, so you won't be able to use one of the follow-ups to attack a character whose gameplan is to throw projectiles from full screen. You'll need to close some distance using the MK or HK versions of Feisty Rabbit just to get close. Refrain from using one of the follow-up attacks unless you're sure they can hit. You can also use Divine Step to counter a full screen projectile, but it's unsafe if your opponent blocks. You can only perform Divine Step during a forward or neutral jump, so you should only use it if you're sure you can react to your opponent's projectile. If you're willing to spend the meter, you can neutral jump and use EX Divine Step if you see your opponent throw out a projectile from full screen.

Up close, Lili becomes more effective because her attacks all leave her at frame advantage on hit and block. You should pressure your opponent with standing LP, MP, and crouching MP. If one of these attacks hits, you should verify into a combo, depending on your opponent's position. If the opposing character is standing, you can combo into a big Angel Knee combo, but you must use meter in order to get a large amount of damage on a crouching character. Learning to verify whether or not your opponent is standing is an important skill in order to maximize your damage output. If your opponent is keeping up a strong defense and not allowing you to hit them, try to throw or open up your opponent with the mid-hitting Submissive Heel. If you hit your target with Submissive Heel, it forces them to stand and lets you connect with an Angel Knee combo! If you're not willing to risk a Submissive Heel, Dendrobium is a strong Special Move that places Lili next to her opponent and it puts her at an advantage when it hits, allowing you to keep up pressure while chipping. If Dendrobium is blocked, Lili is mostly safe but not at advantage. As a result, your opponent can interrupt your poking with fast attacks.



Standing MK has aerial crush frames around the attacking leg, making it a great anti-air as long as you have the time to safely start it up.



LP Attack Reversal is active on the first frame and counters any attack to Lili's head, making it an excellent anti-air attack.

Defensively, Lili is limited because she doesn't have reversals that can quickly and safely fend off an opponent. Even though she has several invulnerable reversals, each one has its own risks. Attack Reversal is active on the first frame, but you'll have to guess which version to use against your opponent's attack unless you're willing to spend meter. EX Angel Knee is a good reversal that can lead to big damage, but it completely misses crouching characters and will generally sail over an attacking opponent. While EX Feisty Rabbit is invulnerable from the first frame, it doesn't start hitting until 8 frames after its invulnerability ends. This means your opponent might be able to block before it reaches them or your invulnerability will run out before your opponent has stopped trying to hit you. Generally, it's best to block and look for a chance to get a little breathing room from your opponent. Or you may use Attack Reversal if you're sure you can guess your opponent's method of attack.

Against jumping opponents, Lili has many strong attacks that can keep an opponent from jumping. EX Angel Knee, while difficult to use against grounded opponents, can pop an enemy out of the air and float them higher so you can combo them. You won't have to guess with Attack Reversal since LP Attack Reversal counters any jumping attack, although if your opponent doesn't stick out an attack, they can attack you when they land during your recovery. Even though it has a long startup, Lili's standing MK has the unique ability to crush aerial attacks, making it a very strong option for an anti-air attack. Unfortunately, it doesn't lead to much follow-up damage unless you Counter Hit your opponent. Crouching HP is an effective anti-air, but it can sometimes move Lili forward so far that she'll go under her opponent, giving them a chance to hit from an area where you can't hit them. It's best to remain patient, be prepared to throw out a standing MK or LP Attack Reversal against jumping opponents, and save the other attacks for situations where you can guarantee a hit.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LK, cr.LP, cr.MP ▷ ↓↘→ + LK ▷ K ▷ K

208 damage

This combo gives you an easily verifiable link that starts off a low attack. All the links in this combo are 2 to 3 frame links, making this combo very easy. If your opponent is standing, you can replace Sunflower Lance with a combo using Angel Knee (see **combo IV**) for additional damage. You can add slightly more damage to this combo by using Heavy Languish after crouching MP, which is generally easy to do but also easy to accidentally trigger Dendrobium when moving from a crouch to forward. When comboing into Sunflower Lance, you'll need to hit your opponent a few times in order to guarantee a hit. If your opponent is too close when you perform Sunflower Lance, you'll sail over their head, missing your combo. If you're willing to spend meter, you can use EX Dendrobium, Wind Up Spear, or Cross Art for extra damage.

II. St.MP, cr.MP ▷ st.HP ▷ HP HK

240 damage

While this combo seems basic, it shows a unique property of Lili's Launcher—when used in a Cross Rush or canceled into from an attack, it does 100 damage (before scaling) instead of the normal 50. Lili works well with partners who have damaging juggle combos, especially if that partner character does not have an easy way to float the opponent on their own. Linking crouching MP from standing MP isn't difficult, but you might be out of range for crouching MP from a max range standing MP. For extra range, you can use crouching MK instead, but this doesn't leave you at advantage if your opponent blocks. Be sure to use the Boost Combo of standing HP after crouching MP instead of Heavy Languish, which isn't cancelable into Launcher. You can use crouching HP instead of standing HP, but you might be out of range after crouching MP, so standing HP works best as it moves Lili forward before the attack hits.

III. St.MP, cr.MK ▷ ↓↘→ + MP

184 damage

MP Dendrobium leaves Lili at +2 after it hits, and places her close to an opponent, letting you poke at them again directly after it hits! After you hit your opponent, stick out a standing LP, crouching MP or MK, and then cancel it into Dendrobium again to keep whittling away at your opponent. HP Dendrobium leaves Lili at +3 after it hits, but it pushes her out farther than the MP version, lessening your ability to keep poking. If any version of Dendrobium is blocked, Lili is only -2, which means she can only be punished by a few characters' Super Arts! Lili can cancel Dendrobium into dash quickly, giving you the chance to occasionally forego the Dendrobium attack and dash up and throw your opponent. Don't rely on this technique too often since it's very easily interrupted by your opponent.

IV. Cr.LK, st.LP, cr.HP ▷ →↓↘ + LK, →↓↘ + LK, st.HP ▷ ↓↘→ + LK ▷ K ▷ K

317 damage

This combo forces your opponent to stand, guaranteeing you the chance to hit with Angel Knee. Unfortunately, this combo pushes most crouching characters too far backward to hit them with Angel Knee, limiting the combo's usefulness. For a guaranteed combo into Angel Knee, you can remove the crouching LK and connect this combo even on crouching characters. Standing LP to crouching HP is a 1 frame link, so learn to plink the attack to increase your success correctly with this combo. If your opponent blocks the first two hits, cancel into Dendrobium instead, which is safe on block. After Angel Knee hits, immediately perform the second one and, as soon as it's recovered, juggle your opponent with standing HP. After the Angel Knee, every attack has to be performed as soon as Lili recovers. For extra damage, you can use crouching MP canceled into Wind Up Spear, although this is difficult to hit. If the third hit of Wind Up Spear hits the opponent, the last attack will whiff, causing you to miss the rest of your Super Art.

V. → + HK, st.LP ▷ →↓↘ + LK, →↓↘ + LK, st.HP ▷ ↓↘→ + LK ▷ K ▷ K

325 damage

Lili's Submissive Heel is a quick mid attack that's +4 on hit, allowing you to combo afterward into a huge combo! You must be close to your opponent to reach with standing LP, so this combo won't work from Submissive Heel's maximum range. If you need slightly more range, you can replace standing LP with crouching LK, so use whichever one you find easiest. The link is also a hard 1 frame link that can't be plinked, so you will occasionally miss it. After canceling to Angel Knee, the rest of this combo functions the same as **combo IV.**

VI. Cr.LK, cr.MP ▷ ↓↘→ + P P, J.HK, cr.HP ▷ ↓↘→ + LK ▷ K ▷ K

360 damage, 1 block

This link uses some of your meter to get more damage off a standing or crouching character. Crouching LK to crouching MP is an easy link that doesn't require any plinking, and you can use a Boost Combo instead to make this combo significantly easier for only slightly less damage. After EX Dendrobium hits, immediately jump but don't immediately attack—if you hit your enemy too early, you'll push them out of range for crouching HP. In the corner, this combo won't work since it involves a wall bounce. When Lili is in the corner, immediately perform LK Angel Knee, juggle with crouching HP, then cancel into Sunflower Lance. It's much less damage, but this is one of Lili's few combos that doesn't require an opponent to stand.

VII. →↓↘ + LK, st.HP ▷ ↓↘→ + LK ▷ K ▷ K

Damage depends on damage scaling

When Lili has switched in from a Launcher or Switch Cancel, she can inflict decent damage by immediately performing LK Angel Knee when she comes in, then juggling with standing HP cancelled into Sunflower Lance. You need to perform Angel Knee immediately—if you perform the attack too late, you won't loft your opponent enough to connect with standing HP. If it looks like your opponent will be too low, juggle with crouching MP instead.

Combo Appendix

Sequence	Notes
St.MP, st.MP ▷ ↓↘→ + K K, cr.HP ▷ ↓↘→ + LK ▷ K ▷ K	1 block required. Combo off EX Sunflower Lance.
Cr.LP, cr.LP, cr.LK ▷ cr.MK ▷ cr.HK	Trial 13
Cr.MP, cr.MP ▷ ↓↘→ + LK	Trial 14
→↓↘ + K K, cr.MP ▷ ↓↘→ + LP	Trial 15
St.LP ▷ → + MP ▷ MK ▷ cr.HP ▷ ↓↗← + K K ▷ MK	Trial 16
↓↗← + K ▷ HK, ↓↗← + K K ▷ HK, J.MP ▷ HP, ↓↘→ + P P P	Trial 17
J.HK, st.MP, cr.MK ▷ st.HP ▷ →↓↘ + K K, J.LK ▷ MK, cr.MK ▷ →↓↘ + K K	Trial 18, delay the timing of MK after jumping LK to float your foe long enough to land crouching MK.
→+HK, st.LP ▷ → + MP ▷ ↓ + LK ▷ →↓↘ + LK, →↓↘ + LK, →↓↘ + K K ▷ K	Trial 19
St.LP, st.LK, cr.LK, cr.MP ▷ → + HP ▷ ↓↘→ + K K, → + MK ▷ MP HK	Trial 20

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

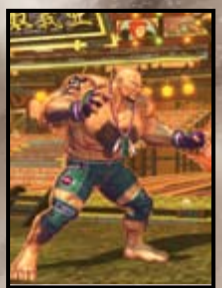
From the Library of Chris Miller

Marduk

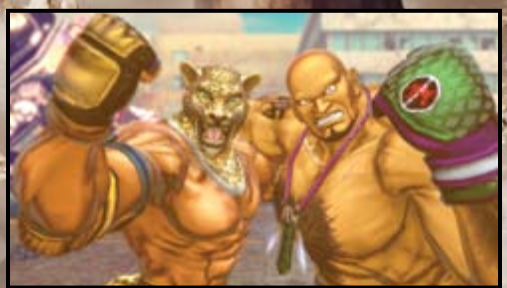
Brutal Vale Tudo Fighter

An overwhelmingly powerful fighter that uses Vale Tudo. Despite being at odds with King over the death of Armor King, the two eventually found friendship in the midst of their conflict. After receiving information that an Armor King look-a-like has boarded a ship bound for the Antarctic, Marduk also begins his journey to the South Pole.

Win Comment 1: Hey, you're not half bad. Look me up again when you're at my level.
Win Comment 2: Guh, fighting amateurs like you is just gonna bring me down.
Win Comment 3: I'm the best of the best!


Color 1


Color 2


Shocking Friendship


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



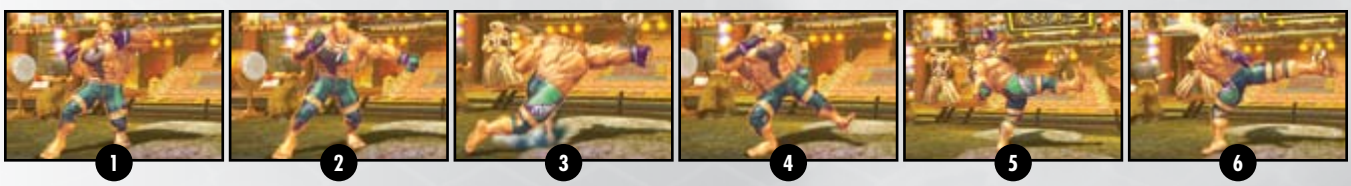


DATA ARSENAL

Vitality	1050
Forward Dash Duration	17 frames
Backdash Duration	8 frames airborne, 12 frames airborne, 7 frames grounded (27 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	34 frames (31 frames)
Diagonal Jump (and High Jump) Duration	34 frames (31 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	40	7	3	9	+5	+1	SM, EX, SA, CA	—
2	Standing MP	High	70	9	4	16	+1	-3	SM, EX, SA, CA	—
3	Standing HP	High	100	12	6	19	0	-5	—	—
4	Standing LK	High	40	7	3	10	+4	0	SM, EX, SA, CA	—
5	Standing MK	High	70	11	4	17	0	-4	—	—
6	Standing HK	Crouchable high	100	19	4	17	+4	-1	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	40	5	5	13	0	-5	SM, EX, SA, CA	Forces standing on hit
2	Close standing MP	High	70	6	3	14	+4	0	SM, EX, SA, CA	—
3	Close standing HP	High	100	14	4	20	+1	-4	SM, EX, SA, CA	—
4	Close standing LK	High	40	4	2	12	+3	-1	SM, EX, SA, CA	—
5	Close standing MK	High	70	10	4	17	0	-4	SM, EX, SA, CA	—
6	Close standing HK	High	100	14	4	17	+1	-1	SM, EX, SA, CA	—

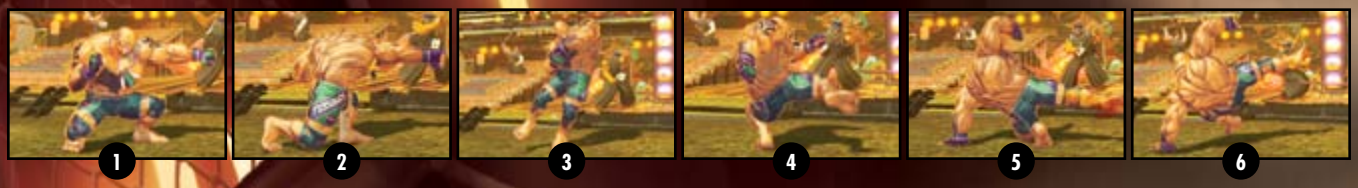


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	40	5	2	9	+6	+2	SM, EX, SA, CA	—
2	Crouching MP	High	70	6	3	17	+1	-3	SM, EX, SA, CA	—
3	Crouching HP	High	100	13	4	22	Knockdown	-6	SM, EX, SA, CA	—
4	Crouching LK	Low	40	5	3	11	+3	-1	SM, EX, SA, CA	—
5	Crouching MK	Low	70	10	4	17	0	-6	—	—
6	Crouching HK	Low	100	14	4	52	Sweep knockdown	-37	SM, EX, SA, CA	—



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch, float	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



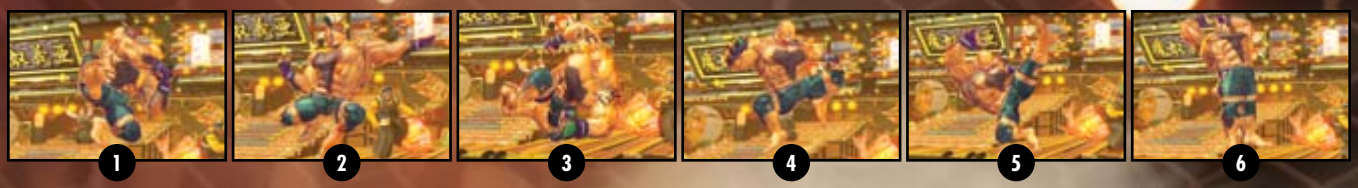
Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	130	13	3	38	Hard knockdown	-9
Notes								
Similar to Spinning Backfist, full body invulnerability frames 1-15								



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	50	6	4	Until grounded, 4 frames recovery	+12	+4	—	—
2	Vertical jumping MP	Mid	80	8	6	Until grounded, 4 frames recovery	+16	+5	—	—
3	Vertical jumping HP	Mid	110	14	4	Until grounded, 4 frames recovery	+20	+8	—	—
4	Vertical jumping LK	Mid	50	8	4	Until grounded, 4 frames recovery	+12	+4	—	—
5	Vertical jumping MK	Mid	80	10	9	Until grounded, 4 frames recovery	+16	+5	—	—
6	Vertical jumping HK	Mid	110	13	6	Until grounded, 4 frames recovery	Ground bounce	+8	—	—

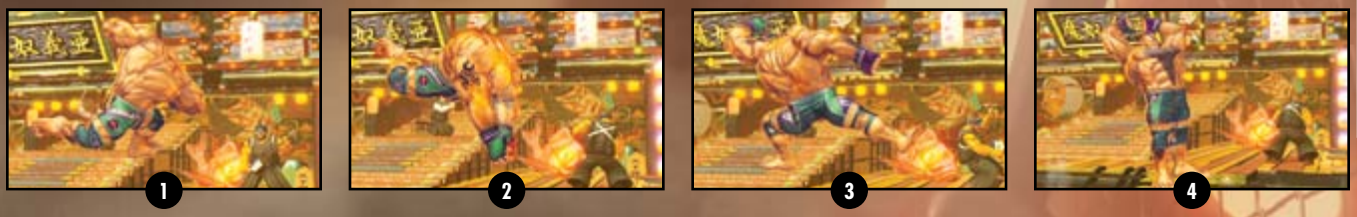


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

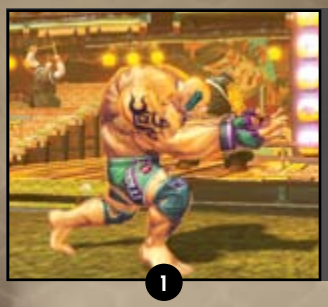
Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping MP	Mid	80	10	4	Until grounded, 4 frames recovery	+16	+5	—	—
2	Diagonal jumping HP	Mid	110	15	8	Until grounded, 4 frames recovery	+20	+8	—	—
3	Diagonal jumping MK	Mid	80	11	6	Until grounded, 4 frames recovery	+16	+5	—	—
4	Diagonal jumping HK	Mid	100	14	6	Until grounded, 4 frames recovery	Ground bounces	+8	—	—



Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Mongolian Chop	P P	Mid	100	23	3	21	+8	-1	—	Forces standing on hit
2	Spinning Backfist	⇦ + MP	High	100	30	3	30	+5	-6	—	Full body armor frames 1-29, +8 on Counter Hit, backturn on hit
3	Wake Up Hammer	(lying face down on ground) P	High	120	19	4	25	+2	-11	—	Full body invulnerability frames 1-10, +5 on standing Counter Hit, forces standing on hit
4	Wake Up Sweep	(lying face down on ground) ⇩ + P	Low	110	18	2	32	Sweep knockdown	-16	—	Full body invulnerability frames 1-10



Mongolian Chop: Marduk pulls his hands back and then brings them down on his opponent with a mid hitting downward strike. Mongolian Chop is slow for a mid attack, but it is mostly safe and leaves Marduk at enough advantage to combo after it hits. It might be difficult to find a spot to use this attack because your opponent probably won't spend much time blocking close to Marduk within his Northern Lights Suplex range.



Spinning Backfist: During this attack, Marduk winds up and unleashes an enormous rotating reverse punch on his opponent. Spinning Backfist has one hit of armor, which allows Marduk to blow through an enemy hit without stopping his strike. If Spinning Backfist hits, it puts your opponent in backturn, which allows you to combo with a throw! You can combo with Northern Lights Suplex or Switch Cancel into a partner like Hugo or Zangief and continue the combo with one of their command throws!



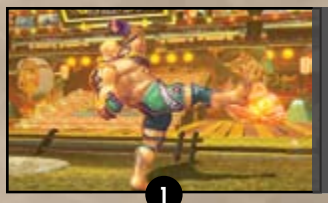
Wake Up Hammer: This attack causes Marduk to quickly swipe at his opponent while they're knocked down. This attack is invulnerable during half of its duration, so you can be countered if your opponent sees it coming. If this attack Counter Hits the opposing character, it leaves Marduk at enough advantage to combo afterwards with a crouching LP, although in most cases you'll be out of range. You can only use this attack if you've been knocked face down with your head near the enemy, which is very rare. This will typically only occur if your opponent wall bounces or crumples you without comboing afterward. If you are in position to use this attack, consider throwing it out—your opportunities will be so rare that there's little chance your opponent thinks it's coming!



Wake Up Sweep: Marduk sweeps at his enemy's legs during this attack. Like Wake Up Hammer, this attack can only be used after Marduk has been knocked face down and with his head near the opponent. You won't have many opportunities to land this attack. It only leads to a knockdown if it connects, but it can give you the opportunity to retake control of the match in an instant.

Revolving Trap Kick—LK ▸ MK or HK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Standing LK	High	40	7	3	10	+4	0	SM, EX, SA, CA	Input MK between frames 9-14 for follow-up attack
1	Revolving Trap Kick	LK ▷ MK	High	50	12	4	13	0	-2	SM, EX, SA, CA	—



Revolving Trap Kick: This quick two hit string causes Marduk to perform a standing kick to the shins and follows it with a kick to the midsection. Timing this string can be tricky—if you perform it too quickly on hit or block, you'll perform a Boost Combo instead. To properly execute this string, wait until after standing LK hits your opponent before chaining into MK. Standing LK moves you toward your opponent, allowing you to perform a quick mix-up. Use standing LK to put Marduk in range for a Northern Lights Suplex then finish the chain into Revolving Trap Kick if you think your opponent is going to jump.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

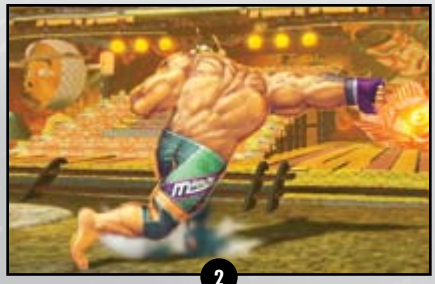
From the Library of Chris Miller

Jab Body Combo Strings—MP ▶ ↓ ✣ HP

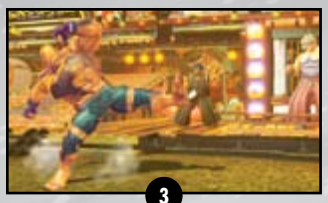
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Standing MP	High	70	9	4	16	+1	-2	SM, EX, SA, CA	Far from opponent only
1	Jab Body Combo	MP ▷ ↓ + HP	High	40	7	3	14	0	-2	SM, EX, SA, CA	Far from opponent only, knockdown on airborne foe
2	Left Right Combo	MP ▷ HP	High	40	10	6	28	-15	-18	—	Far from opponent only, knockdown on airborne foe
3	—	MP ▷ HP ▷ MK	High	40	12	4	21	-8	-10	BC, LA	Far from opponent only, input MP HP between frames 1-20 for follow-up attack
4	Left Right to Gut Check	MP ▷ HP ▷ MK ▷ MP HP	High	100	8	5	27	Hard knockdown	-14	—	Far from opponent only
5	Left Right to Power Elbow Combo	MP ▷ HP ▷ ⇨ + MP or HP	High	30	9	3	13	+1	-4	—	Far from opponent only, knockdown on airborne foe
6	Craig Rush	MP ▷ HP ▷ ⇨ + MP or HP ▷ ↓ + P P	High	70	7	3	20	Knockdown	-5	—	Far from opponent only

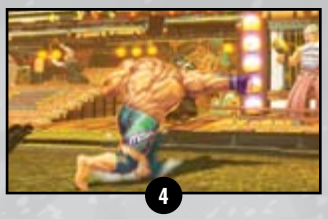


Jab Body Combo: This attack starts with a quick standing punch and finishes with a thrusting punch to the gut. The attack is cancelable and can be used to squeeze additional damage out of a guaranteed hit situation. Jab Body Combo is mostly safe on block, so you can use it to verify an attack into Double Leg Takedown.



Left Right Combo: This two hit string starts with a quick punch and finishes with Marduk's standing HP. There are very few uses for this string because it's unsafe on hit and block. It should only be used when you intend to follow it with other attacks that it chains into.





Left Right to Gut Check: Marduk performs Left Right Combo then kicks at his opponent's legs before following it with a devastating knockdown punch. This string doesn't combo after Left Right Combo, so it is best used as a quick string to throw out in a juggle. Each attack in this string is unsafe on block and on hit. Only use it if you know you're going to hit your opponent, or use it to jazz up your juggle combos after EX Double Leg Takedown.



Left Right to Power Elbow: This combo ends Left Right Combo with a quick elbow jab. This is the safest of Marduk's chains after Left Right Combo. If this string hits, you'll be placed close enough to grab the opposing character with Northern Lights Suplex, although you shouldn't rely on this tactic too often.

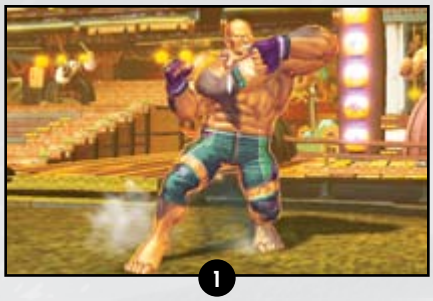


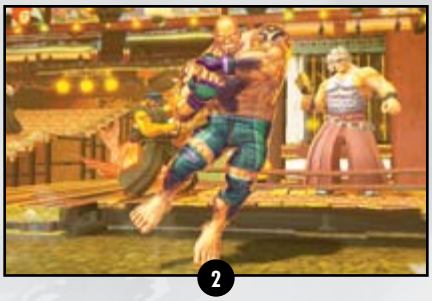
Craig Rush: This four hit chain ends Left Right to Power Elbow with a leaping shoulder charge. This string knocks down your opponent and deals decent damage, making it an effective way to finish a juggle combo. Even though you can juggle with this string, you can generally get more damage by canceling an attack into Gator Slam.

Quick Elbow Combo—HP ▶ MP or HP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Standing HP	High	100	12	6	19	0	-5	—	Far from opponent only
1	Quick Elbow Combo	HP ▷ MP or HP	High	30	9	3	13	+1	-5	SM, EX, SA, CA	Far from opponent only, knockdown on airborne foe
2	Catapult Tackle Combo	HP ▷ ↓ + P P	High	70	7	3	20	Knockdown	-5	—	Far from opponent only

Quick Elbow Combo: This string starts with Marduk's long range standing HP and finishes with a quick, cancelable elbow strike. This attack is cancelable, giving you a chance to combo off a mid range strike. The elbow strike will whiff from standing HP 's maximum range, so don't throw it out if you think it might whiff. The elbow strike is -5 on hit, but you can mitigate your risk by quickly canceling into Double Leg Takedown and canceling it with backdash.





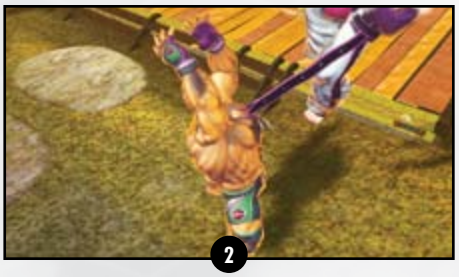
Catapult Tackle Combo: This quick combo pops an opponent into the air after hitting them with a long range standing HP . The range of this attack is about the same as Quick Elbow Combo, and this attack doesn't lead to any additional damage, limiting its usefulness. Only use this combo if you think the setup is more important than the damage you can obtain with a full combo from Quick Elbow Combo.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Knee Breaker	⇨ or N + LP LK	Throw	150	7	2	20	Hard knockdown
2	Around the World	⇦ + LP LK	Throw	150	7	2	20	Hard knockdown

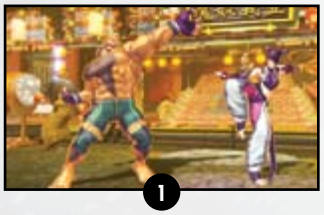


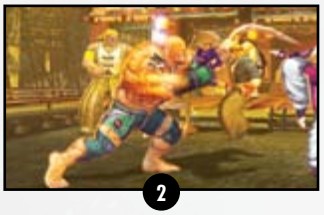


Special Moves

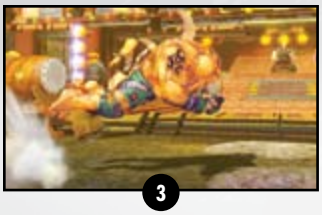
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Gator Slam	⇨⇩⇘ + LP	Air throw	150	6	4	37	Hard knockdown	—	—	Crushes airborne attacks frames 1-9
	MP Gator Slam	⇨⇩⇘ + MP	Air throw	160	5	4	37	Hard knockdown	—	—	—
	HP Gator Slam	⇨⇩⇘ + HP	Air throw	90 x 2	9	4	37	Hard knockdown	—	—	—
	EX Gator Slam	⇨⇩⇘ + P P	Air throw	80, 120	7	4	35	Hard knockdown	—	—	Crushes airborne attacks frames 1-10
2	LP Northern Lights Suplex	⇨⇘⇩⇙⇦ + LP	Throw	160	4	2	38	Hard knockdown	—	—	—
	MP Northern Lights Suplex	⇨⇘⇩⇙⇦ + MP	Throw	170	4	2	38	Hard knockdown	—	—	—
	HP Northern Lights Suplex	⇨⇘⇩⇙⇦ + HP	Throw	180	4	2	38	Hard knockdown	—	—	—
	EX Northern Lights Suplex	⇨⇘⇩⇙⇦ + P P	Throw	240	5	2	38	Hard knockdown	—	—	Full body invulnerability frames 1-4
3	Double Leg Takedown	⇨⇘⇩⇙⇦ + K	High	20	8	2	64	Hard knockdown	-48	Mount Mongolian Chop, Hercules' Hammer	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, won't hit airborne foes, airborne frames 8-17, input P / K between frames 9-42 for follow-up attack
4	Mount Mongolian Chop	(during Double Leg Takedown) P	Throw	10, 20 x 2, 60	—	—	—	Hard knockdown	—	—	—
5	Hercules' Hammer	(during Double Leg Takedown) K	Throw	160	—	—	—	Hard knockdown	—	—	—
	EX Double Leg Takedown	⇨⇘⇩⇙⇦ + K K	High	40, 100	9	2	64	Wall bounce	-48	—	Can be Super charged: 51 frames to perform Super Art, only hits grounded and ground bounced opponents, airborne frames 9-18

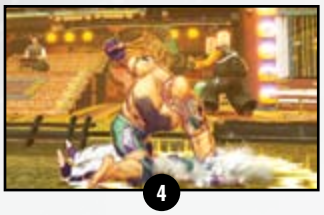
Gator Slam: Marduk thrusts toward the air and looks for an opponent to grab and slam to the ground. Gator Slam is generally your best way to end any juggle combos because it's Marduk's only Special Move that can grab airborne enemies. The LP and EX versions of Gator Slam are excellent anti-airs because they crush all aerial attacks, which means they are effectively invincible against jumping attacks. You'll have to perform anti-air Gator Slam early, since the height at which Marduk's arm grabs his enemies is high.





Northern Lights Suplex: This command throw prompts Marduk to grab his opponents then quickly slam them over his head. With only 4 frames of startup, Northern Lights Suplex is the fastest throw in the game, allowing you to interrupt your opponent's block strings and to quickly grab enemies after they jump in at you. The LP, MP, and HP versions all deal different damage and have different ranges—the LP version deals the least damage but has the longest range, while the HP version deals the most damage and has the shortest range. EX Northern Lights Suplex is completely invulnerable, making it an excellent reversal attack.







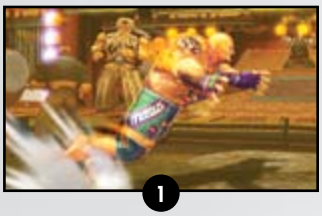
Double Leg Takedown: Marduk jumps toward his opponent and pushes them to the ground before performing one of two different follow-ups. By itself, Double Leg Takedown causes limited damage, so it's always preferable to finish this attack with a follow-up. Each of the follow-ups has different strengths and weaknesses. Mount Mongolian Chop places your opponent directly in front of you on the ground. But it deals less damage than Hercules' Hammer, which throws your opponent a long distance behind Marduk. However, Mount Mongolian Chop is the most advantageous follow-up because it keeps you from having to close the distance on your opponent and it leaves them in your mix-up range. It's best to use Hercules' Hammer when it will K.O. your opponent or when your back is to the corner. When your back is close to the wall, it will move your enemy into the corner where you can easily mix them up! EX Double Leg Takedown forgoes the follow-up attacks and causes Marduk to throw opponents into the wall, bouncing them toward him and allowing for additional combos. Both EX and normal Double Leg Takedown won't combo in juggles except after a ground bounce. So don't continue a combo by grabbing an aerial opponent with these methods.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

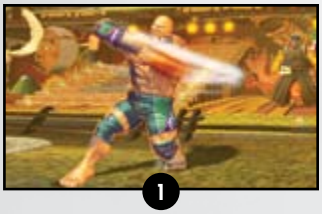
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Mount Rush	⇨⇘⇩⇙⇦ + K K K	High	50, 10, 15 x 10, 20 x 2, 100	4	2	110	Hard knockdown	-96
Notes									
72 frame cinematic freeze before attack begins, full body invulnerability frames 1-5, airborne frames 4-15									



Mount Rush: Marduk's Super Art causes him to jump toward his opponent, pin them to the ground, and pummel them with a series of devastating attacks. Mount Rush is one of the fastest Super Arts and is Marduk's fastest attack, making it an excellent tool for punishing your opponent. It's best to use Mount Rush as a punish—it's difficult to use in combos because it has no juggle potential.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇩⇘⇨ + MP MK	High	20 x 3, 40	9	2(21)2(23)2	34	Switch	-15
Notes								
65 frame cinematic freeze before attack begins, full body invulnerability frames 1-10								



During Marduk's Cross Art, he quickly throws two devastating punches before slinging his hapless foe toward his partner. Marduk's Cross Art has decent juggle potential, making it an effective way to finish off an opposing character after connecting jumping HK or Super Charged Double Leg Takedown. If the first hit of this Cross Art whiffs or is blocked, Marduk will throw out two additional punches, but neither will enter into the cinematic on hit.

OVERVIEW



LP Northern Lights Suplex is the fastest throw in the game and has incredible reach, making it an excellent mix-up tool.



Marduk's heavy attacks have enormous reach, allowing him to attack opponents from long range.

Marduk is capable of very high damage at long, mid, and close range. On average, each of Marduk's attacks deals more damage than most other characters' attacks, making even a glancing hit a threat. From long range, you should focus on poking away at opponents with Marduk's standing HP and punishing your opponent's whiffs with crouching HK. Standing HP reaches a little over half screen while crouching HK, even though it's a high attack, can knock down an opponent from long range. Both attacks have long startup and recovery, so avoid over-using them if you think an opponent is going to jump at Marduk. Unlike most *Tekken* characters, Marduk doesn't have any projectile invulnerable attacks, which means you'll have to mitigate the threat of projectiles by jumping over them or hitting the opposing character before they release one. Marduk's high jump is one of the fastest jumps in the game, making it useful for avoiding projectiles. If you throw out an attack during his high jump, you'll have extra recovery when you land. So try not to whiff an attack in front of your opponent.

At close range, Marduk has several tools to start mix-ups and to stop his opponent's mix-ups. Your first goal on offense should be to make your opponent afraid of Northern Lights Suplex. At 4 frames of startup, Northern Lights Suplex is the fastest command throw in the game. It can be used to interrupt attacks and to punish an opponent for simply trying to block. Make them block a crouching LP then mix up with Northern Lights Suplex or a slightly staggered second crouching LP. Leaving a gap in your block string can prompt your opponents to jump away from a command throw attempt, allowing you to hit them during their pre-jump animation! If you think an opponent will sit and block without mashing buttons, throw out a mid-hitting Mongolian Chop. The startup is long, which makes it difficult to throw out if your opponent is attack-happy. However, you can get huge damage if it connects by comboing after it. If you think your opponent will try to mash you away, throw out a Spinning Backfist—its hit of armor will blow past an attack and should keep your foe from sticking out attacks, allowing you to continue mix-ups.



The LP and EX versions of Gator Slam can crush aerial attacks, making them excellent anti-airs.



EX Northern Lights Suplex is a great reversal attack, but if your opponent avoids it you'll be in big trouble!

As long as he has meter available, you can easily use Marduk's EX Northern Lights Suplex defensively to keep an opponent away. EX Northern Lights Suplex is invulnerable until active and deals a massive 240 damage, making it an incredibly terrifying reversal. Your opponent can easily counter this by vertical jumping, so don't be too predictable—if you have meter available, you can assume your opponent knows you do too! If you think your opponent is going to jump, wait and knock them out of the air with crouching HP or LP Gator Slam. Although it seems like a good strategy against jumping characters, don't wake up with LP Gator Slam—if your opponent stays on the ground or backdashes, you're probably going to suffer a huge combo.

If your opponent jumps-in too early, grab them with Northern Lights Suplex when they land. Its startup is fast enough to grab opponents who try to jump and continue a combo if their attacks hit you early enough! You should rely mostly on LP Gator Slam for anti-air. The grabbing arm crushes aerial attacks, so you shouldn't trade with jump-ins very often. You must throw out Gator Slam almost as soon as you see your opponent jump, since it can only grab opponents around the peak of their jump range. If you don't think you'll have time, you'll probably need to block because crouching HP will often lose or trade. His only other upward-angled attack is standing close LP, which you won't always be in range to use. If you are in range, it's an excellent anti-air. But it's best to assume you'll get far standing LP, which is not nearly as effective.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr. LP, cr. MP ▷ ⇨↘⇩↙⇦ + LK ▷ K

238 damage

This is a basic combo off a crouching LP that you can verify before canceling into Double Leg Takedown. If you need more time to verify, you can safely add an additional crouching LP, although it will slightly reduce the damage on your combo.

II. Cr. LP, cr. LP, cr. LK ▷ ⇨↘⇩↙⇦ + K K, cr. MP ▷ ⇨⇩↘ + HP

342 damage, 1 bar

Easily verifiable combo into EX Double Leg Takedown, which wall bounces your opponent, allowing you to continue into a combo. For slightly more damage, you can replace crouching LK with crouching MP, although that's a one frame link. If you hit this combo midscreen, you can get additional damage after the juggle—use Jab Body Combo after the wall bounce instead of just crouching MP. In the corner, you'll barely have time to get more than crouching MP.

III. P P, cr. LP, cr. MP ▷ ⇨↘⇩↙⇦ + LK ▷ K

313 damage

Monoglian Chop is a quick overhead that leaves you at enough frame advantage to combo after it hits. Crouching LP isn't necessary in this combo—you can remove it and combo with crouching MP if you want to get directly into Double Leg Takedown. If you want to spend meter, you can use EX Double Leg Takedown and combo off the wall bounce.

IV. ⇦ + MP, cr. LP ▷ ⇨↘⇩↙⇦ + LK ▷ P

258 damage

You can use the armor on Spinning Backfist to blow through opponents' attacks and hit them during their recovery. If you sense a gap in an opponent's pressure, throw out this attack and continue with this combo after it hits! This combo uses Mount Mongolian Chop instead of Hercules' Hammer after Double Leg Takedown for positioning—Mount Mongolian Chop leaves you directly in front of your opponent after the attack, while Hercules' Hammer throws your opponent behind you. If your back is to the corner or you need slightly more damage, use Hercules' Hammer. Otherwise, finish with Mount Mongolian Chop to keep pressure on your opponent.

V. ⇦ + MP, ⇨↘⇩↙⇦ + HP

280 damage

Spinning Backfist puts your opponent in backturn state, which occasionally allows you to combo directly into a command throw! Immediately after Spinning Backfist hits, quickly perform HP Northern Lights Suplex to string together a combo. This is a very difficult link because it's hard to tell when you can act after Spinning Backfist. If you're off by one frame, you might still grab your opponent, but it won't count as a combo and your opponent can escape by performing an invulnerable reversal, jumping, or backdashing. If you want to spend meter, you can Switch Cancel Spinning Backfist into a character like Zangief or Hugo and combo with their more damaging command throws!

VI. Cr. HP ▷ ⇨↘⇩↙⇦ + LK (charge) ▷ ⇨⇨, cr. MP ▷ ⇨⇩↘ + HP

314 damage

This combo uses Super Charge to extend your combo. Immediately after canceling into Double Leg Takedown, hold down LK and quickly cancel it by dashing. After the dash, pick up your opponent with crouching MP and quickly cancel it into HP Gator Slam!

VII. Cr. MP ▷ ⇨⇩↘ + HP

Damage depends on damage scaling

While this combo doesn't seem significant, it is both easy and does big damage off a handoff. If you're closer to the corner, you might be able to get slightly more damage by performing Jab Body Combo before canceling into HP Gator Slam.

GUH, FIGHTING AMATEURS LIKE YOU IS JUST GONNA BRING ME DOWN.

Combo Appendix

Sequence	Notes
St. HP ▷ MP or HP ▷ ⇨↘⇩↙⇦ + K ▷ K	Combo off long range standing HP.
Cr. HP ▷ ⇨⇩↘ + P	Trial 10, cancel crouching HP quickly.
Cr. LP, cr. LP ▷ cr. MK ▷ cr. HK	Trial 12
St. HP ▷ MP or HP ▷ ⇨↘⇩↙⇦ + K ▷ P	Trial 13
J. HK, ⇨↘⇩↙⇦ + K K, st. MP ▷ HP	Trial 14
⇦ + MP, cr. LK ▷ ⇨↘⇩↙⇦ + K ▷ K	Trial 15, this link is very difficult. Try and hit with Spinning Backfist as late as possible.
⇨↘⇩↙⇦ + K K, st. LK ▷ MK ▷ ⇨⇩↘ + HP	Trial 16, perform Revolving Trap Kick very slowly to combo after EX Double Leg Takedown
P P, cr. LP, cr. LP, cr. LP ▷ st. MP ▷ ⇩ + HP ▷ ⇨↘⇩↙⇦ + K K K	Trial 17, crouching LP after Mongolian chop is fairly difficult.
J. HP, J. HK, st. LK ▷ cr. MK ▷ cr. HK	Trial 18, hit your foe with jumping HP as deep as possible, then immediately perform jumping HK as quickly as you can
J. MP, cr. MP ▷ ⇨↘⇩↙⇦ + K K, st. MP ▷ ⇩ + HP, cr. MP ▷ ⇨⇩↘ + HP	Trial 19
Cr. HP ▷ ⇨↘⇩↙⇦ + K ▷ ⇨⇨, cr. LK ▷ st. MP ▷ ⇨⇩↘ + P P	Trial 20, cancel Double Leg Takedown into a dash as soon as possible to juggle after crouching HP

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Nina

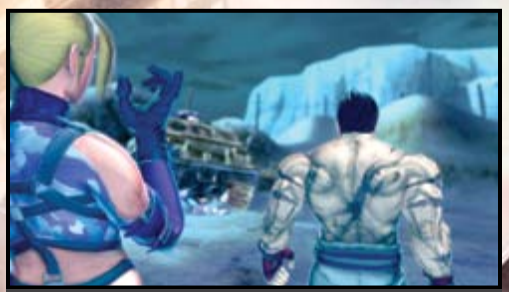
Cold-Blooded Killer

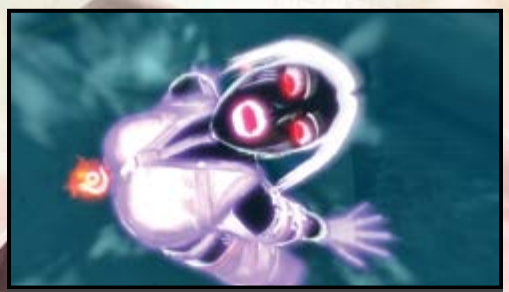
A professional assassin, who works without choosing her clientele. She is a cool-headed and callous individual who does not let anyone get in the way of her job. In the past, she failed to assassinate Kazuya Mishima. Rather, she suddenly appeared before Kazuya and began to work with him in order to secure the mysterious box.

Win comment 1: You're not bad. I actually had to try to beat you.
Win comment 2: You're really getting on my last nerve. It's like you want me to end your life.
Win comment 3: Hurry up and die.


Color 1


Color 2


Calculated Bloodlust

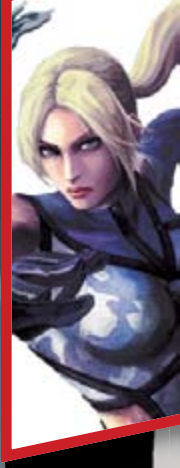

Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



HURRY UP AND DIE.



DATA ARSENAL

Vitality	900
Forward Dash Duration	19 frames
Backdash Duration	8 frames invulnerable, 11 frames airborne, 8 frames grounded (27 frames total)
Pre-jump Frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	3	4	8	+5	+1	SM, EX, SA, CA	—
2	Standing MP	High	60	5	3	11	+7	+3	SM, EX, SA, CA	—
3	Standing HP	High	90	11	5	21	0	-6	—	Forces standing on hit
4	Standing LK	High	30	6	4	10	+3	-1	SM, EX, SA, CA	—
5	Standing MK	High	60	6	4	15	+2	-2	SM, EX, SA, CA	—
6	Standing HK	Crouchable high	90	12	5	20	+1	-5	—	—



Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	3	9	+5	+1	SM, EX, SA, CA	—
2	Crouching MP	High	60	6	4	15	+2	-2	SM, EX, SA, CA	—
3	Crouching HP	High	90	8	6	17	+3	-3	SM, EX, SA, CA	Forces standing on hit
4	Crouching LK	Low	30	5	5	11	+1	-3	SM, EX, SA, CA	—
5	Crouching MK	Low	60	7	4	15	+2	-2	SM, EX, SA, CA	—
6	Crouching HK	Low	90	7	5	23	Sweep knockdown	-7	—	—

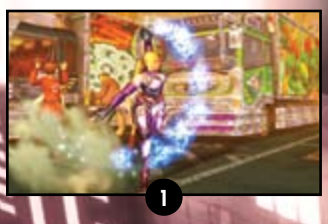


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



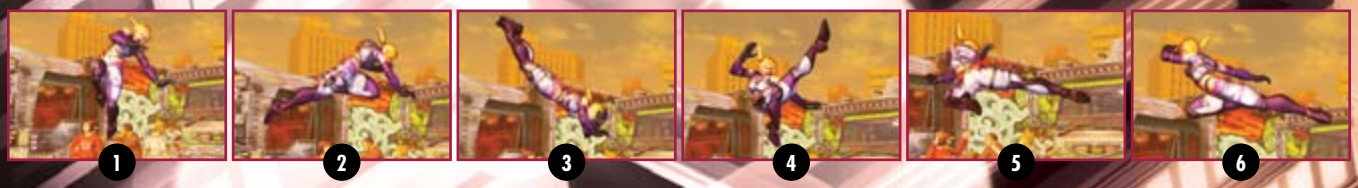
Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120	15	6	18	Hard knockdown	-6
Notes								
Similar to HK Geyser Cannon, full body invulnerability frames 1-16								



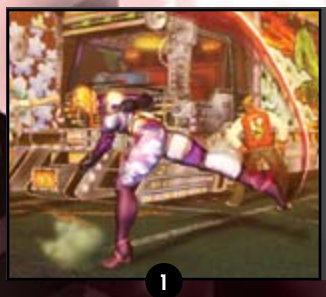
Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	4	7	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Jumping MP	Mid	70	6	4	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Jumping HP	Mid	100	8	4	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Jumping LK	Mid	40	5	6	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Jumping MK	Mid	70	8	8	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Jumping HK	Mid	100	7	6	Until grounded, then 4 frames recovery	+20	+8	—	—



Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Ivory Cutter	LP + MK	Mid	50, 40	15	2(10)2	15	+2	-2	—	1st hit knock down on Counter Hit, 2nd hit ground bounces on Counter Hit and on airborne foe



Ivory Cutter: This two-hit overhead has a long reach and strikes very quickly, making it a very powerful attack. Ivory Cutter has only 15 frames of startup, so it is nearly impossible for an opponent to block on reaction. Ivory Cutter is very low risk, as it's only -2 when blocked, which is safe against most characters. If Ivory Cutter Counter Hits a crouching opponent, it will knock them into the air and then bounce them off the ground, giving you the chance to convert into a combo. If both hits connect, most of your juggle potential will be used up after the ground bounce, leaving you with very few juggle options. If only the second hit Counter Hits your opponent, they will only be ground bounced, which gives you the chance to complete a full combo. For an easily verifiable combo off a Counter Hit, juggle your opponent with Rolling Dash cancelled into Backhand Slap or Double Explosion—either of these options deal good damage.

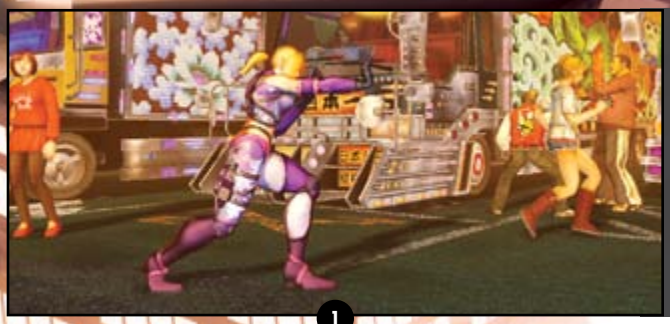
YOU'RE REALLY GETTING ON MY LAST NERVE.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

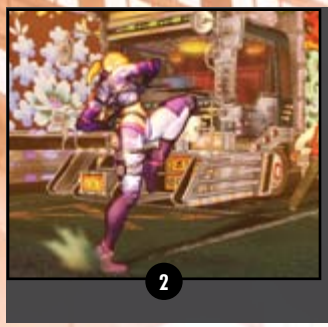
From the Library of Chris Miller

Unique Left Right Combo Strings—LP ▸ MP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	LP	High	30	3	3	8	+5	+1	SM, EX, SA, CA	—
1	Left Right Combo	LP ▷ MP	High	60	8	8	14	+4	0	SM, EX, SA, CA	Causes Slip (+24) on crouching Counter Hit
2	Left Right Combo to Spider Knee	LP ▷ MP ▷ LK	High	70	10	10	16	Knockdown	-5	SM, EX, SA, CA	—
3	Bermuda Triangle	LP ▷ MP ▷ MK	High	80	12	12	25	+5	-13	—	Knockdown on airborne foes
4	—	LP ▷ MP ▷ LP	High	50	7	7	14	-3	-3	BC, LA	—
5	Biting Snake	LP ▷ MP ▷ LP ▷ MK	Low	70	9	9	22	Sweep knockdown	-9	BC, LA	Knockdown on airborne foes



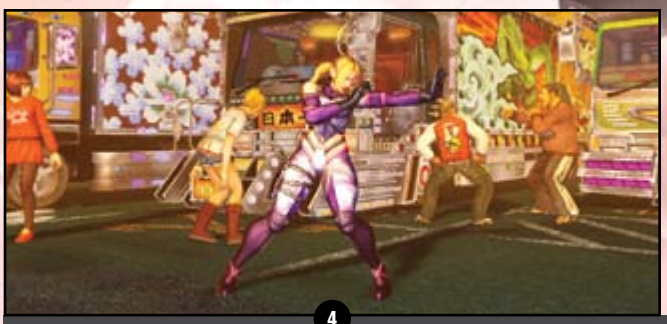
Left Right Combo: This two-hit string is a quick series of strikes that is essentially an unscaled Boost Combo from LP to MP. Unlike a normal Boost Combo, the second hit of Left Right Combo does full damage (60 compared to 42) and is cancelable into Special Moves, not just EX Moves and Super Arts. It comes out quickly and can be used to verify into a combo off Nina's standing LP, making it an excellent pressure tool. The second hit of this combo has less frame advantage on both hit and block than Nina's standing MP, making it slightly worse on its own. It should be used in conjunction with several standing LP attacks to keep your opponent under pressure. If the second hit of this chain Counter Hits a crouching character, it places them into a slip state that leaves Nina at +24 frame advantage. This is more than enough time to walk up and hit your fallen opponent with a crouching HP cancelled into Geyser Cannon for big damage. While this is fairly difficult to set up, keeping steady pressure on your opponent with standing LP will likely get them to mash buttons out of frustration, giving you a chance to Counter Hit them.

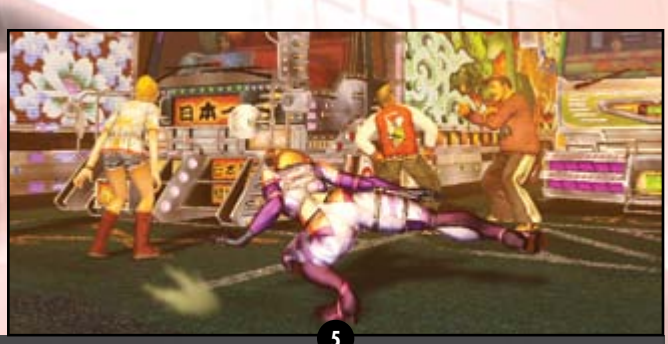


Left Right Combo to Spider Knee: This addition to the Left Right Combo string causes Nina to throw out a quick knee attack that knocks opponents off their feet and sends them flying towards the corner. This ender is best used to score verified damage off a hitting Left Right Combo: if you see the first hit of Left Right Combo connect, tack on this knee and cancel it into HP Skull Splitter to start a juggle combo. If an opponent blocks the first hit, don't cancel into Spider Knee, since it's fairly unsafe on block and can put a stop to your offense.



Bermuda Triangle: Nina finishes off this variation of her Left Right Combo with a big roundhouse kick aimed at her opponent's head. This chain ender is not cancelable and only does 10 more damage than Spider Knee, limiting its effectiveness in ground and juggle combos. You can continue into a Boost Combo after it is finished, so it can be used to squeeze a little more damage out of a Cross Rush.





Biting Snake: During this four-hit string, Nina adds another quick jab and ends with a sweeping kick that places your opponent in hard knockdown. Neither of the two additional hits to Left Right Combo are cancelable, making this string best for an easily verifiable knockdown off a connected standing LP. The third hit isn't particularly safe and characters with 3 frame attacks can punish it. So, only follow through with the rest of the string if you can see the first standing LP connect.

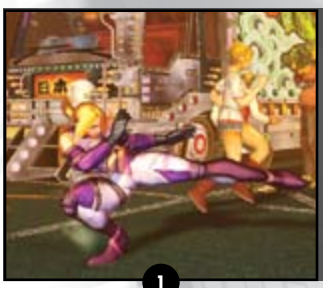
IT'S LIKE YOU WANT ME TO END YOUR LIFE.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

High to Spin Low Kick Strings—MK ▸ LK

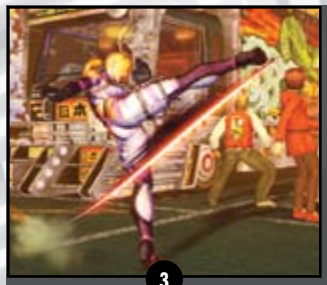
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	MK	High	60	6	4	10	+2	-2	SM, EX, SA, CA	—
	High to Spin low Kick	MK ▷ LK	Low	40	10	5	10	+4	-4	BC, LA	Knockdown on airborne foes
2	Blonde to Uppercut	MK ▷ LK ▷ MP	High	50	10	6	15	Floats	-3	SM, EX, SA, CA	—
3	Blonde to High Kick	MK ▷ LK ▷ MK	High	60	10	4	20	+1	-7	BC, LA, Rolling Dash	Knockdown on airborne foes



High to Spin Low Kick: This string begins with Nina's standing MK, which is a strong attack that has no hurtbox on its attacking leg and a fairly long reach. The second hit of this string is a low attack that is only cancellable into the other hits in the chain and the rest of a Boost Combo. However, it is +4 on hit and only -4 on block, so it is a strong follow-up to a connected standing MK. This string should mostly be used as a mid range poke and pressure tool when you're out of range for Left Right Combo, and you should generally expect to follow up with the MP or MK string enders.



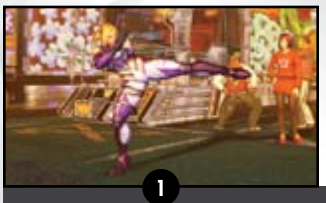
Blonde to Uppercut: This attack combos off High to Spin Low Kick and floats your opponent while leaving you ample time to follow the string up with a juggle combo. This string has a fairly short range and won't combo from the max range of High to Spin Low Kick. Make sure you're in range before attempting to finish this string. If you're in range to land this attack, it's a very powerful tool because it will combo from distances where your opponent can't hit your pokes. This combo is slow enough for you to verify if you should or should not continue to the final hit. So make sure you're close enough before throwing it out. Try to finish this combo only if High to Spin Low Kick's second hit is only ankle deep in your opponent. Otherwise, hold off on finishing this string and use Blonde to High Kick or Boost Combo into crouching HK.



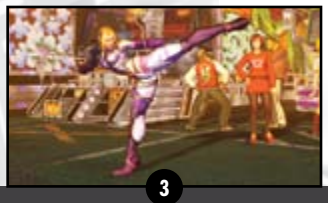
Blonde to High Kick: This variation of the High to Spin Low Kick string ends with a high kick similar to Nina's standing MK that is mostly safe on hit but surprisingly unsafe on block. This attack is only cancelable to Nina's Rolling Dash maneuver, which itself is cancelable into the Backhand Slap throw string that fully combos off a connected Blonde to High Kick. This string has slightly longer range than Blonde to Uppercut and can deal comparable damage, as long as you fully connect the Backhand Slap throw string. This string won't connect if your opponent is struck at the maximum range of Nina's standing MK, so don't cancel into Rolling Dash if only Nina's foot is striking your opponent during High to Spin Low Kick. This string is incredibly useful for Nina's overall game plan, so practice with this attack and learn its range.

Flash Kicks—↘ + LK ▸ LK ▸ LK ▸ MK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	↘ + LK	High	50	6	3	14	0	-3	—	Forces standing on hit, knockdown on airborne foes
2	—	↘ + LK ▷ LK	High	50	9	4	10	+4	-1	—	Knockdown on airborne foes
3	—	↘ + LK ▷ LK ▷ LK	High	50	8	4	10	+4	-1	BC, LA	Knockdown on airborne foes
4	Flash Kicks	↘ + LK ▷ LK ▷ LK ▷ MK	Crouchable high	70	8	5	14	+12	-1	SM, EX, SA, CA	Knockdown on airborne foes









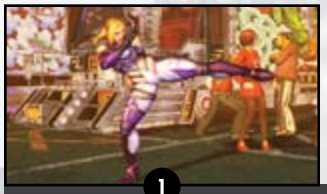
Flash Kicks: This four-hit attack string starts a series of quick kicks that can be cancelled into the cancelable MK ender. On its own, it's a decent pressure attack. The first hit has a long reach and forces standing. This allows you to cancel whenever you'd like into the MK ender, which itself is cancelable into any of Nina's Special Moves. You can link into this string off standing MP if you need extra time to verify into a combo. However, each individual hit does fairly low damage, causing it to lessen the overall damage of your combo compared to simply linking into standing MP. It's decent as a poke, but be careful not to cancel into the MK hit if the first hit is blocked. The final hit of this string is a crouchable high, so you'll end up completely whiffing against a crouching opponent, leaving you vulnerable.

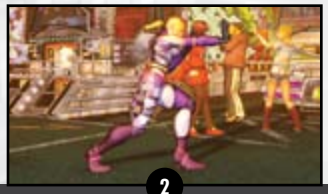
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

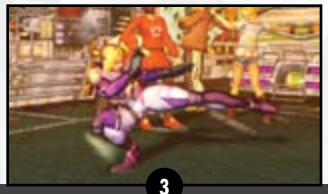
From the Library of Chris Miller

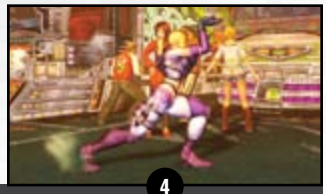
Creeping Snake to Left Low Uppercut —↘ + LK ▶ MP ▶ ↓ + LK ▶ MP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	↘ + LK	High	50	6	3	14	0	-3	—	Forces standing on hit, knockdown on airborne foes
2	—	↘ + LK ▷ MP	High	50	8	3	14	0	-2	SM, EX, SA, CA	Knockdown on airborne foe
3	—	↘ + LK ▷ MP ▷ ↓ + LK	Low	30	10	5	10	+2	-4	—	Doesn't combo with rest of string, knockdown on airborne foes
4	Creeping Snake to Left Low Uppercut	↘ + LK ▷ MP ▷ ↓ + LK ▷ MP	High	50	10	6	15	Floats	-3	SM, EX, SA, CA	Doesn't combo with rest of string
5	Creeping Snake to Left Low High Kick	↘ + LK ▷ MP ▷ ↓ + LK ▷ MK	Crouchable high	50	8	4	18	+3	-5	BC, LA, Rolling Dash	Knockdown on airborne foes

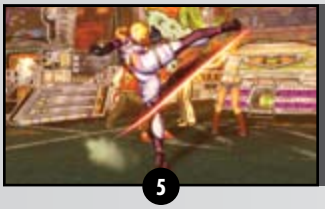

1


2


3


4

Creeping Snake to Left Low Uppercut: This four-hit string ends with an attack that floats your opponent, leaving them vulnerable to juggle combos. The second hit in this string looks similar to Nina's standing MP but deals slightly less damage and gives less frame advantage on block and hit than the standard version. The third hit is a low attack that is similar to the second hit of Nina's High to Low Spin Kick Combo but gives less frame advantage on hit and doesn't combo with the rest of the string. The final hit floats your opponent fairly high, but it doesn't combo with the third hit, which is the second time in this string that the hits don't naturally combo, limiting the string's usefulness. The last two hits can combo if the third hit is Counter Hit. Unfortunately, due to the nature of the string, it's highly unlikely this will occur. This attack is best saved for juggle combos, since you can Switch Cancel the final hit into your foe and continue into a big combo. Sadly, this string does very little damage on its own and scales your combo down by four attacks, limiting the damage any follow-up can deal.


5

Creeping Snake to Left Low High Kick: This variation on the Creeping Snake combo ends with a high kick that is cancelable into Rolling Dash. While the final hit of this string combos with the third hit, it is a crouchable high, meaning your opponent is probably already ducking again by the time it could hit them. Like the other Creeping Snake combo, this combo is best saved for juggle combos when you know you can K.O. your opponent.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Arm Grab Flip	⇨ or N + LP LK	Throw	130	7	2	20	Hard knockdown
2	Over the Back Toss	⇦ + LP LK	Throw	130	7	2	20	Hard knockdown


1


2

YOU'RE NOT BAD.
I ACTUALLY HAD TO TRY TO BEAT YOU.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.
From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Skull Splitter	⇦ ⇩ ⬀ + LP	Low	70	15	4	18	+1	-7	—	Airborne frames 2-13, hard knockdown on Counter Hit, ground bounce on crouching Counter Hit
	MP Skull Splitter	⇦ ⇩ ⬀ + MP	Low	70	15	4	16	Hard knockdown	-5	—	Airborne frames 2-3, ground bounce on crouching Counter Hit
	HP Skull Splitter	⇦ ⇩ ⬀ + HP	Low	70	17	4	16	Hard knockdown	-5	—	Airborne frames 5-15, ground bounce on crouching Counter Hit
	EX Skull Splitter	⇦ ⇩ ⬀ + P P	Low	120	15	4	18	Ground bounces	-7	—	Full body invulnerability frame 1, airborne frames 2-13, attacking arm crushes crouching attacks on frame 15
2	LK Geyser Cannon	⇩ ⬂ ⇦ + LK	High	60	15	6	18	Floats	-6	—	—
	MK Geyser Cannon	⇩ ⬂ ⇦ + MK	High	70	15	6	18	Floats	-6	—	—
	HK Geyser Cannon	⇩ ⬂ ⇦ + HK	High	80	20	6	18	Floats	-6	—	—
	EX Geyser Cannon	⇩ ⬂ ⇦ + K K	High	80	15	6	18	Floats	-6	—	Full body invulnerability frames 1-14
3	LP Blonde Bomb	⇩ ⬁ ⇨ + LP	High	80	15	4	28	Knockdown	-10	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art
	MP Blonde Bomb	⇩ ⬁ ⇨ + MP	High	80	16	4	28	Knockdown	-10	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art
	HP Blonde Bomb	⇩ ⬁ ⇨ + HP	High	80	17	4	28	Knockdown	-10	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art
	EX Blonde Bomb	⇩ ⬁ ⇨ + P P	High	130	28	6	24	Crumples	+1	—	Can be Super charged: 51 frames to perform Super Art, full body invulnerability frames 2-5, projectile invulnerability frames 6-27



Skull Splitter: During this Special Move, Nina jumps toward her opponent and attacks with a low-hitting chop. Skull Splitter has at least 15 frames startup, which is very slow for a low attack, so it probably won't catch your opponent off guard very often. Each version does the same damage, but the LP version doesn't knock down on normal hit, while the MP and HP versions do. The LP version will only knock your opponent down if it Counter Hits. But if the MP or HP versions Counter Hit, you'll ground bounce your opponent, giving you the chance to continue into a combo. The EX version ground bounces on normal hit and is invincible to low-angled attacks from frame 1, making it a decent but expensive poke. Skull Splitter is best saved for combos, since it has a fairly high juggle potential and floats when it hits an airborne opponent, giving you the chance to continue a combo. EX Skull Splitter is a great way to extend juggle combos because you can end a normal juggle with it, and then tack on another crouching HP or Double Explosion for huge damage. Check the Combo Usage sections for more details on how to extend a combo with Skull Splitter.



Geyser Cannon: Also known as Divine Cannon in previous *Tekken* games, this attack causes Nina to perform a roundhouse kick that floats an opponent into the air on hit. This attack is Nina's most useful move in a combo because it floats the opponent on the ground and in the air, giving you the opportunity to land a huge juggle combo off almost any hit! Each version of Geyser Cannon has a different startup and deals slightly more damage. It is important to note that the HK version will occasionally not combo after an MP or MK and never after an LP, so stick with the MK version for a more consistent combo. Each version of Geyser Cannon is -6 on block, so try to use it only after verifiable combos such as standing MP linked to crouching MP. EX Geyser Cannon has full invulnerability until it hits and is Nina's only invincible wakeup attack, but it has a 15 frame startup period, which is very slow for a reversal. It will also miss most jumping opponents because Nina travels a long horizontal distance before the attack comes out, so use it only to counter ground attacks. Check the Combo Usage section for more details on how to best use Geyser Cannon in different situations.



Blonde Bomb: During this Super Chargeable Special Move, Nina winds up and then thrusts her palms at her opponent, which sends them flying. As a stand-alone attack, Blonde Bomb isn't particularly effective because it's unsafe on block and it recovers too slowly to juggle an opponent after a successful hit. It has the highest juggle potential of any of Nina's attacks, so it's best used as a combo ender. Each version deals the same damage and is equally unsafe on block, so you should stick with the LP version. It releases the quickest, which gives you more time to end a combo with it. If you need a slower attack, you can Super Charge it until it will hit your opponent. EX Blonde Bomb is slower than the standard Special Move, but it is upper-body projectile invulnerable and crumples an opponent on hit. You can use it to crumple avoided projectiles for big damage. Please note that it is only upper-body projectile invulnerable, so it won't avoid low-altitude projectiles like Sagat's Low Tiger Shot or large projectile-type attacks like Ogre's HP Ancient Power. You can avoid spending meter against projectile characters by charging up a standard Blonde Bomb and simply cancelling it by dashing if your opponent jumps at you or doesn't throw a projectile. Super Charging Blonde Bomb to store a Counter Hit allows Ivory Cutter to give you a full combo on any hit, so try and charge up to a Counter Hit whenever you're far from your opponent.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Rolling Dash — ← ↙ ↓ ↘ → + K

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LK Rolling Dash	← ↙ ↓ ↘ → + LK	—	—	—	—	26	—	—	Backhand Slap	Upper body projectile invulnerability frames 1-25, input P P for follow-up attack frames 1-14
	MK Rolling Dash	← ↙ ↓ ↘ → + MK	—	—	—	—	26	—	—	Backhand Slap	Upper body projectile invulnerability frames 1-25, input P P for follow-up attack frames 1-14
	HK Rolling Dash	← ↙ ↓ ↘ → + HK	—	—	—	—	26	—	—	Backhand Slap	Upper body projectile invulnerability frames 1-25, input P P for follow-up attack frames 1-14
2	Backhand Slap	(during Rolling Dash) P P	Low	40	22	3	30	-11	+6	Arm Break	Unblockable if foe blocks standing, 106 frame throw animation if attack connects, foe is invincible for 7 frames if attack isn't cancelled to Arm Break, miss animation occurs if P P input occurs on frames 70-77, input P P between frames 79-89 for follow-up attack
3	Arm Break	(during Backhand Slap) P P	Combo throw	60	—	—	—	Knockdown	—	Double Arm Break	150-frame throw animation if attack connects, miss animation occurs if P P is input between frames 55-71, if Double Arm Break input is missed, foe isn't knocked down and initiator incurs 20 points of damage, input P P between frames 72-109 for follow-up attack
4	Double Arm Break	(during Arm Break) P P	Combo throw	120	—	—	—	Hard knockdown	—	—	144 frame throw animation if attack connects
	EX Rolling Dash	← ↙ ↓ ↘ → + K K	—	—	—	—	26	—	—	EX Backhand Slap	Upper body invulnerability frames 1-25, input P P for follow-up attack frames 1-19
	EX Backhand Slap	(during EX Rolling Dash) P P	Unblockable	40, 60	28	3	30	Hard knockdown	—	EX Double Arm Break	239 frame throw animation if attack connects, miss animation occurs if P P is input between frames 143-160, if EX Double Arm Break input is missed foe isn't knocked down and initiator incurs 10 points of damage, input P P between frames 161-198 for follow-up attack
	EX Double Arm Break	(during EX Backhand Slap) P P	Combo throw	100	—	—	—	Hard knockdown	—	—	144 frame throw animation if attack connects



Rolling Dash: This Special Move causes Nina to dash toward her opponent and under most projectile attacks. During the normal versions, Nina has upper-body projectile invulnerability for most of the attack, allowing her to pass through projectiles without using any Cross Gauge. The EX version is upper-body projectile and strike invulnerable during most of its duration. So you can use it to quickly close the distance against characters who are keeping you out with standing pokes. Rolling Dash also cancels into the damaging Backhand Slap chain throws. Check the Backhand Slap section below for more details below.







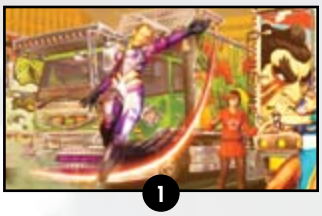
Backhand Slap, Arm Break & Double Arm Break: When this attack hits, Nina is given the opportunity to land a series of unbreakable chain throws on an opponent, culminating in a massive 220 damage. This attack is unblockable if your opponent tries to block it standing, making this attack essentially function as a low attack. Unlike *Tekken*, once you start the chain throw, your opponent cannot break it—the attack only fails if you improperly time the follow-up throws. When the first attack hits, you will need to input P P at a specific point in order to connect with the first follow-up and then again to finish the series. To enact Arm Break, input P P after Nina cracks the opponent's arm—you have 10 frames to land this follow-up, and you can mash it. But if you input P P too soon after the attack ends, your opponent will escape, removing the chance for you to finish with any additional follow-ups. To land Double Arm Break, wait until shortly after your opponent suffers damage and the screen changes colors. Unlike Arm Break, you have 30 frames to input the second follow-up, making it very difficult to miss. If you do miss the input and press P P too early, your opponent will strike back and you'll suffer 20 points of damage! If you perform Backhand Slap during an EX Rolling Dash, the attack is completely unblockable, essentially making this attack a throw! EX Backhand Slap automatically cancels into Arm Break, meaning you'll only need to perform the Double Arm Break follow-up to complete the sequence. While EX Backhand Slap is generally unblockable, if you try to hit it after a Switch Cancel or during a Cross Assault and your opponent is stuck in blockstun from another character's attack, they will be able to block it. If your opponent is looking for it, it's very easy to see EX Backhand Slap coming. It's the only attack Nina can perform out of EX Rolling Dash, so try to disguise it and only use it very rarely in strings that only cancel into Rolling Dash.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Double Explosion	↓↘→ + P P P	Low, high, mid, high	20, 50, 30 x 3, 140	11	5(15)2(26) 2(2)3(6)4	53	Hard knockdown	-35
Notes									
64 frame cinematic freeze before attack begins, full body invulnerability frames 1-11, projectile invulnerabaility frames 12-28, airborne frames 16-89									



Double Explosion: During this Super Art, Nina performs a low rolling attack at her opponent, then jumps in the air with an uppercut and finishes off her attack with a mid-hitting energy blast. As a reversal attack, Double Explosion is difficult to use because it is fairly slow. It is a decent anti-projectile attack but it has little range and can only hit a projectile from about half screen. Double Explosion is best saved for combos, where it can occasionally be difficult to land. If you're using it after Geyser Cannon, wait for your opponent to fall before performing the Super Art. After a ground bounce caused by Counter Hit Ivory Cutter or a connected EX Skull Splitter, connecting Double Explosion is as simple as performing the attack!

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↘→ + MP MK	High	20, 10 x 4, 40	8	2	40	Switch	-18
Notes								
61 frame cinematic freeze before attack begins, full body invulnerability frames 1-9								



Nina's Cross Art is a quick slashing chop that starts a flurry of attacks on hit and ends in a handoff to a tag partner. As an attack, it's rather unimpressive and has few applications other than a quick reversal against close opponents or as a combo ender. If you must switch Nina out, consider finishing a combo with the Cross Art. Otherwise, finishing a combo with EX Skull Splitter followed by Double Explosion will end up in more damage overall.

OVERVIEW



Nina's standing attacks have no hurtboxes on their attacking limbs, making standing MK a particularly powerful poke!



Rolling Dash has a long range and can instantly close the gap between you and a projectile-throwing enemy.

Nina is most effective when pressuring her opponent from close range, but she is still strong from mid range. From long range, your primary goal should be to get within standing MK range. Against projectile characters, look for a chance to Rolling Dash through a projectile. You don't need to get directly next to your opponent but just close enough to hit them with standing MK. If you can Rolling Dash close enough, grab your opponent with Backhand Slap for a quick 220 damage. If your opponent is keeping you out with pokes, inch toward them and occasionally strike back with standing LK, MK or HK. Nina's ground pokes have no hurtboxes, allowing them to beat nearly any attack, including invulnerable reversal attacks!

Once you're in standing MK range, you can take over any ground battle with your dominant pokes. Standing MK is an incredibly powerful poke, but it can lose to low angled attacks like Rolento or Vega's crouching MK. To keep your opponent from shutting you out with low attacks, occasionally poke with the first hit of Flash Kicks, crouching MK or Ivory Cutter. Ivory Cutter will ground bounce an opponent if it Counter Hits, giving you a great opportunity to land big damage while poking your opponent. While poking your opponent, keep inching towards them and get into standing LP range.



Ivory Cutter has very long range for an overhead and can ground bounce on crouching Counter Hit!



Nina's jumping HK functions as a very deceptive cross-up. In the corner, delay your timing to land in front of your opponent instead of behind them!

Once Nina is up close, you should focus on pressuring your opponent by walking towards them and attacking with standing LP. Standing LP followed by Left Right Combo functions as both a verifiable combo and a frame trap! If your opponent is hit by the first standing LP, it will link into Left Right Combo, which you can cancel into Geyser Cannon for a big combo. If your opponent blocks the standing LP, they're in range where Left Right Combo won't work as a block string. However, it does leave a slight gap where an opponent that mashes buttons will be Counter Hit by the second hit of Left Right Combo. If your opponent is crouching when they get Counter Hit, it will put them in a slip state, leaving you at +24 and giving you time to walk up and combo with a crouching HP!

While pressuring with standing LP, occasionally slip in a throw, standing MP or Ivory Cutter to keep your opponent off balance. Throws aren't terribly powerful in *Street Fighter X Tekken*, but after blocking a standing LP, your opponent won't have much chance to interrupt your throw attempt. Standing MP gives you a big frame advantage on block and hit. In turn, this provides the opportunity to link a crouching LK or another standing MP if it hits for a verifiable combo into Geyser Cannon or to resume the standing LP pressure if your attack is blocked. Ivory Cutter is incredibly fast as an overhead at only 15 frames, and it is only -2 on block, making it completely safe against all but the fastest of attacks. Once your opponent starts randomly standing, you can attempt to hit them with a crouching MK canceled into Geyser Cannon. The low option is fairly unsafe, so it should only be used if you know your opponent is going to try to stand and block fairly often.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

While Nina's close range offense is incredibly powerful, she struggles defensively. Her only fully invulnerable reversal is EX Geyser Cannon, which is fairly slow and will often miss jumping opponents, since it travels forward a long distance. Her standing MK is a great anti-air tactic against shallow jump attacks, but it can't hit attacks aimed above her head or cross-up attempts. Crouching HP is useful against jump attacks on her head, but it moves her forward slightly, which can cause her to travel under the opponent's jump and her attack will miss many jump-ins. Her Cross Cancel has many of the same speed problems as EX Geyser Cannon, but it doesn't travel as far forward, making it a decent option against ground-based pressure. When on defense, you'll have to rely on picking your spot and interrupting your opponent's pressure with one of her strong standing attacks.



Crouching HP is Nina's best anti-air tactic, but the attack moves her forward slightly, causing her to occasionally miss jumping opponents.



EX Geyser Cannon is invulnerable but has the same problems as crouching HP as an anti-air—often it will simply pass under your opponent!

COMBO USAGE

I. St.MP, cr.MP ▷ ↓↘→ + HK, cr.HP ▷ ← ↓↙ + LP, cr.HP ← ↓↙ + LP

362 damage

This is an easily verifiable combo that leads you to big damage without the need to throw out an unsafe Geyser Cannon. Standing MP, crouching MP is the easiest verifiable link Nina has, but this leaves you at -2 if blocked. You can replace the crouching MP with a second standing MP, but this link has very limited range. In the corner, you'll need to walk back a step or two after the first Geyser Cannon in order to connect with the first crouching HP. You can end the combo with either Blonde Bomb or Skull Splitter. Skull Splitter gives you a better set-up midscreen after the combo. But Blonde Bomb gives you a better set-up in the corner and causes 4 additional points of damage.

II. Cr.HP ▷ ↓↘→ + MK, cr.HP ▷ ← ↓↙ + LP, cr.HP ▷ ← ↓↙ + PP, cr.HP ▷ ↓↘→ + LP

465 damage, 1 block

More damage off Nina's bread-and-butter combo at the expense of one block of Cross Gauge. Any of Nina's combos can start with crouching HP in a guaranteed punish situation for additional damage. Midscreen, hitting crouching HP after MK Geyser Cannon can be difficult. For an easier combo, sacrifice a little bit of damage and use crouching MP cancelled into Skull Splitter instead. If you're finding it difficult to connect with Skull Splitter after juggling with crouching HP, try using LK Geyser Cannon instead. It does slightly less damage, but it's much easier to land the full combo.

III. Cr.HP ▷ ↓↘→ + HK, cr.HP ▷ ← ↓↙ + LP, cr.HP ▷ ← ↓↙ + PP, ↓↘→ + PPP

566 damage, 3 blocks

This combo is the easiest way to land Double Explosion in a combo, although it is very expensive meter-wise. For a combo into Super Arts that requires only two blocks of Cross Gauge, replace the LP Skull Splitter with another Geyser Cannon, then juggle with Double Explosion for 506 damage. That combo will not work in the corner, however, so make sure your opponent will be midscreen before firing off the Super Art.

IV. Cr.HP ▷ ↓↘→ + MK, cr.HP ▷ ← ↓↙ + LP, cr.HP ▷ ← ↓↙ + PP, ← ↙ ↓↘→ + LK ▷ PP ▷ PP ▷ PP

459 damage, 1 block

Slightly more damage for a flashier combo and a hard knockdown. Perform Rolling Dash as soon as Nina recovers from EX Skull Splitter to hit the opponent before the ground bounce ends.

V. LP + MK, ↓↘→ + PPP

404 damage, 2 blocks

If Ivory Cutter Counter Hits or hits out of the air, it will ground bounce your opponent, giving you the chance to connect a combo. Unfortunately, the second hit of Ivory Cutter eats most of your juggle potential, so the only things you can really do are crouching HP cancelled into Blonde Bomb, Rolling Dash into Backhand Slap, or Double Explosion. If you don't want to spend the meter, consider ending your combo with Rolling Dash into Backhand Slap for 296 damage and a hard knockdown. Not bad off of a safe overhead!

VI. ↓↘→ + PP, cr.HP ▷ ↓↘→ + HK, cr.HP ▷ ← ↓↙ + LP, cr.HP + PP, ↓↘→ + PPP

614 damage, 4 blocks

This combo is only really possible if you connect with a charged Blonde Bomb, making this combo cost only three blocks of Cross Gauge. To connect crouching HP after the crumple, walk forward slightly to hit from the attack's maximum range, then cancel into HK Geyser Cannon. If you hit with a non-charged EX Blonde Bomb, take out the super and use crouching HP cancelled into LP Blonde Bomb for 525 damage.

VII. Cr.HP ▷ ← ↓↙ + LP, cr.HP ▷ ↓↘→ + LP

Damage depends on damage scaling

This is the best combo to land after a tag. Nina has very few attacks that deal big damage in a single hit, limiting her damage-dealing ability in tag combos. Any of Nina's post-Geyser Cannon combos will work after a tag, so you can add additional damage if you're willing to spend Cross Gauge on EX Skull Splitter.

Combo Appendix

Sequence	Notes
Cr.HP ▷ ↓↘→ + MK, cr.HP ▷ ← ↓↙ + LP, cr.HP ▷ ↓↘→ + MP MK	3 blocks required.
St.LP ▷ MP ▷ LK ▷ ← ↓↙ + LP, cr.HP ▷ ← ↓↙ + LP, cr.HP ▷ ↓↘→ + LP	Combo off verifiable Left Right to Spider Knee string.
St.MK ▷ LK ▷ MP, cr.HP ▷ ← ↓↙ + LP, cr.HP ▷ ↓↘→ + LP	Combo off verifiable Blonde to Uppercut string.
↘ + LK ▷ MK ▷ ← ↙ ↓↘→ + K ▷ PP ▷ PP ▷ PP	Trial 15
J.HK ▷ cr.LK ▷ ↓↘→ + LK, cr.HP ▷ ↓↘→ + LK	Trial 16
St.MP ▷ cr.HP ▷ ↓↘→ + K K, LP + MK, ↓↘→ + PPP	Trial 17
Cr.LP, cr.LP, cr.LP, cr.LK ▷ cr.MP ▷ cr.HP ▷ ↓↘→ + K K	Trial 18
St.MP, st.MP, ↘ + LK ▷ MK ▷ ← ↓↙ + PP, cr.HP ▷ ↓↘→ + LP	Trial 19
↓↘→ + PP, st.LP ▷ st.MP ▷ LK ▷ ↓↘→ + MK, ← ↓↙ + MP, ↓↘→ + PPP	Trial 20, walk forward slightly before performing st.LP

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Ogre

Stealer of Souls

In the past, this mysterious creature was responsible for the tragic loss of numerous fighters. He is often called the "fighting god" due to his near-insurmountable power and imposing figure. In reality, he is actually a weapon that was left behind on Earth by an ancient alien race. After hearing a familiar voice from years past, he travels to the Antarctic in search of the voice's origin.



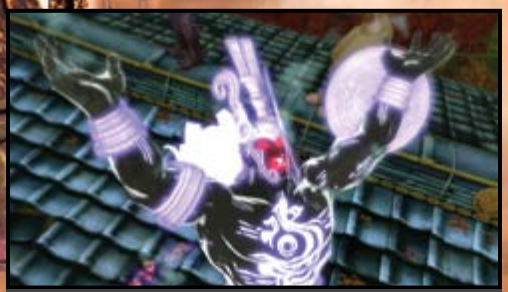
Color 1



Color 2



No tag partner



Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





DATA ARSENAL

Vitality	1000
Forward Dash Duration	19 frames
Backdash Duration	8 frames invulnerability, 8 frames airborne, 5 frames grounded (21 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	4	3	8	+6	+2	SM, EX, SA, CA	—
2	Standing MP	High	60	6	4	11	+6	+3	SM, EX, SA, CA	—
3	Standing HP	High	90	14	4	24	-3	-8	—	Crumples on standing Counter Hit
4	Standing LK	Low	30	4	2	9	+6	+2	—	—
5	Standing MK	High	60	9	3	17	+1	-2	—	—
6	Standing HK	High	90	11	3	16	+6	+2	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing HP	High	90	5	4	22	0	-6	SM, EX, SA, CA	Forces standing on hit
2	Close standing HK	High	100	5	2	28	-4	-10	SM, EX, SA, CA	Forces standing on hit

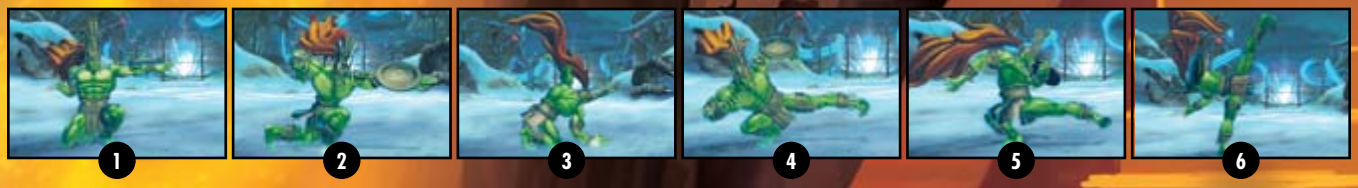


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

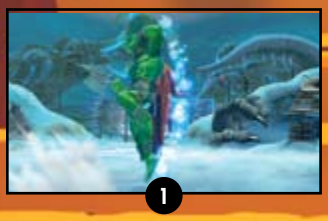
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	2	10	+5	+1	SM, EX, SA, CA	—
2	Crouching MP	High	60	12	2	23	-4	-7	—	—
3	Crouching HP	Mid	90	20	5	23	Hard knockdown	-9	—	—
4	Crouching LK	Low	30	5	3	8	+6	+2	SM, EX, SA, CA	—
5	Crouching MK	Low	60	6	2	15	+4	0	SM, EX, SA, CA	—
6	Crouching HK	High	60, 30	7	3	24	Floats	-4	SM, EX, SA, CA	Forces standing on hit



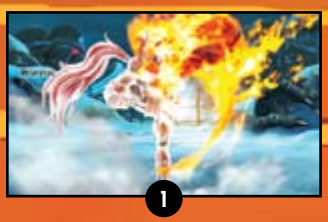
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



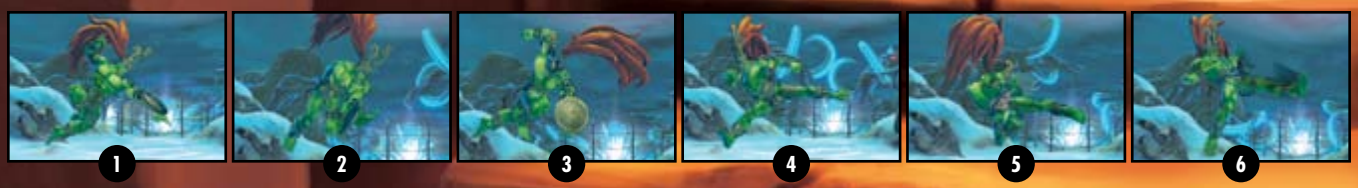
Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120	14	22	26	Hard knockdown	-26
Notes								
Similar to Blazing Kick, full body invulnerability frames 1-15								



Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	5	5	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Jumping MP	Mid	70	7	2	Until grounded, then 4 frames recovery	+16	+5	—	Spikes airborne foes
3	Jumping HP	Mid	100	6	3	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Jumping LK	Mid	40	5	9	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Jumping MK	Mid	70	7	4	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Jumping HK	Mid	100	7	2	Until grounded, then 4 frames recovery	+20	+8	—	—

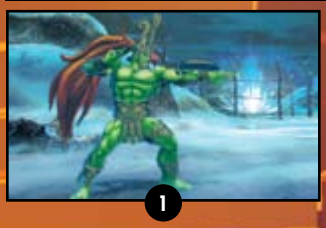


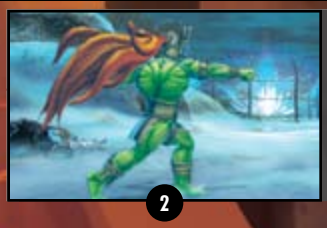
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Flash Punch and Demon Slayer Combo Strings—LP ▸ LP ▸ MP and LP ▸ MP ▸ MP

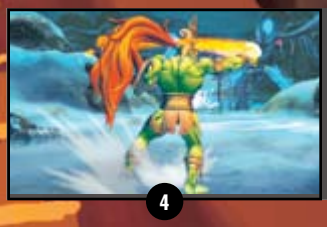
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	LP	High	30	3	3	8	+5	+1	SM, EX, SA, CA	Identical to standing LP
1	—	LP ▷ LP	High	40	4	3	5	+9	+7	BC, LA	—
2	Flash Punch Combo	LP ▷ LP ▷ MP	High	80	9	4	31	Knockdown	-13	—	—
3	—	LP ▷ MP	High	60	5	2	26	-7	-9	BC, LA	—
4	Demon Slayer	LP ▷ MP ▷ MP	High	90	11	3	18	+4	-1	SM, EX, SA, CA	Doesn't combo with rest of string





Flash Punch Combo: During this string, Ogre throws out another standing LP before finishing his opponent with a flaming straight punch. The final hit of this string knocks down the opponent, giving you a quick knockdown combo starting from a standing LP. This string is best used to pressure your opponent with the first two hits then link into an additional attack depending on whether or not you're hitting your opponent. At +9 frame advantage on hit, you can easily link into most of Ogre's combo starting attacks!

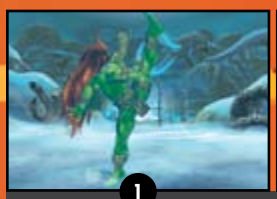


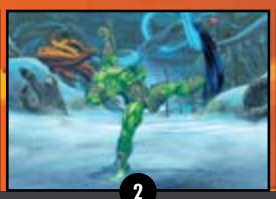


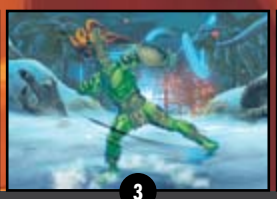
Demon Slayer: Ogre jabs at his opponent then punches them with a standing straight punch before finishing this combo with a flaming spinning backhand attack. Even if the first two attacks in this string hit, the final hit won't combo on the ground, making this attack difficult to use against a grounded opponent. This string is best saved for juggles, where you can throw out all three attacks and then cancel the final attack for additional damage.

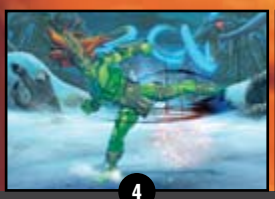
Infinite Kick Combo—→ + HK ▸ HK ▸ HK ▸ HK ▸ HK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	→ + HK	High	70	5	2	20	+4	-2	SM, EX, SA, CA	Forces standing on hit
2	—	→ + HK ▷ HK	Mid	30	17	2	29	-10	-13	—	Knockdown on airborne foes
3	—	→ + HK ▷ HK ▷ HK	Low	30	11	2	20	-1	-5	—	Knockdown on airborne foes
4	—	→ + HK ▷ HK ▷ HK ▷ HK	High	30	11	2	29	-10	-13	—	Knockdown on airborne foes
5	Infinite Kick Combo	→ + HK ▷ HK ▷ HK ▷ HK ▷ HK	High	50	16	3	31	Hard knockdown	-11	SM, EX, SA, CA	—









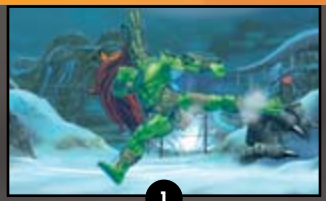


Infinite Kick Combo: During this combo, Ogre slashes at his opponent with his foot before kicking them away with a giant flaming kick. Against players who haven't seen it before, Infinite Kick Combo is guaranteed to hit. The second hit is mid then the third hit is low, making it difficult to block! The last hit of Infinite Kick Combo is cancelable, so you can cancel it into Indigo Punch for safety if it's blocked or for a combo in the corner. Ogre's other attacks don't go far enough to hit an opponent midscreen after Infinite Kick combo. However, you can cancel into Owl's Hunt or Waning Moon in the corner to deal additional damage.

Hunting Hawk—↗ + LK ▸ MK ▸ LK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	↗ + LK	High	40	5	9	22	Hard knockdown	-10	—	Airborne frames 3-28
2	—	↗ + LK ▷ MK	High	60	5	4	21	Hard knockdown	-3	—	—
3	Hunting Hawk	↗ + LK ▷ MK ▷ LK	Mid	30	11	2	22	Hard knockdown	-6	—	—

Hunting Hawk: Ogre leaps into the air with a flying kick, follows with another flying kick, and finishes with an overhead kick that spikes his opponent to the ground. The final hit of this attack is mid, but it can only be canceled into if the second hit is blocked. Only the tallest characters are forced to block the second attack by crouching. This attack is best used in combos, as it lofts opponents into the air, allowing you to finish them with a standing attack. It has a long reach, allowing you to combo off floating attacks like Snake Blade and EX Blazing Kick.





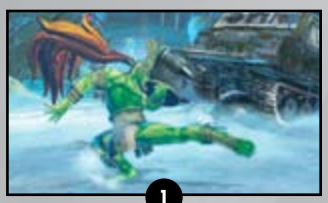


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Snake Blade—↓ + LK ▶ ↓ + MK ▶ ↓ + MK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Crouching LK	Low	30	4	2	10	+5	+1	SM, EX, SA, CA	Identical to crouching LK
1	—	↓ + LK ▷↓ + MK	Low	60	8	3	19	-1	-5	EX, SA	—
2	Snake Blade	↓ + LK ▷↓ + MK ▷↓ + MK	Low	60	11	3	22	Floats	-3	—	—





Snake Blade: Ogre adds on to his crouching LK with a crouching MK and then a flaming upward kick that floats the opposing character. Since this string starts with crouching LK, Ogre can link into it off many of his attacks, giving him a reliable combo from midscreen. This attack is unsafe if blocked. Curiously the third hit leaves Ogre at better frame advantage than the second hit, so it's perfectly fine to finish this chain if your opponent blocks the first hit. After Snake Blade hits, you can combo after it with Hunting Hawk from almost anywhere on the screen, and you can combo into anything if you hit in the corner.

Special Moves

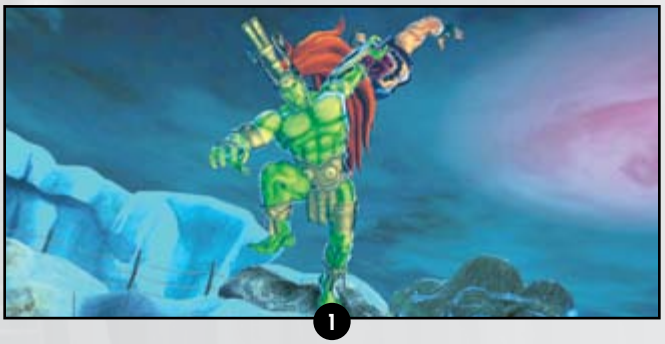
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Waning Moon	↓↙← + LP	Standing throw, high	60, 10 x 6, 30	9	2(6)2	42	Hard knockdown	-22	—	1st active frames are standing throw, 2nd active frames are striking attack
	MP Waning Moon	↓↙← + MP	Standing throw, high	60, 10 x 6, 35	9	2(10_2	46	Hard knockdown	-26	—	1st active frames are standing throw, 2nd active frames are striking attack
	HP Waning Moon	↓↙← + HP	Standing throw, high	60, 10 x 6, 40	9	2(14)2	51	Hard knockdown	-31	—	1st active frames are standing throw, 2nd active frames are striking attack
	EX Waning Moon	↓↙← + P P	Standing throw, High	60, 10 x 6, 40	10	2(9)2	42	Hard knockdown	-22	—	Armor frames 1-20, 1st active frames are standing throw, 2nd active frames are striking attack
2	LP Ancient Power	→↓↘ + LP	Counter	180	—	—	51	Hard knockdown	—	—	Counters low-hitting strikes frames 4-20
	MP Ancient Power	→↓↘ + MP	Counter	180	—	—	51	Hard knockdown	—	—	Counters mid and high-hitting strikes frames 4-20
3	HP Ancient Power	→↓↘ + HP	High	100	10	5	33	Knockdown	-16	—	Full body invulnerability frames 1-9, attack has one hit of projectile durability
	EX Ancient Power	→↓↘ + P P	High	120	10	5	33	Knockdown	-16	—	Full body invulnerability frames 1-13, attack has one hit of projectile durability
4	LK Blazing Kick	↓↙← + LK	High	80 (60)	8	22	26	Floats	-6	—	Reflects one projectile toward foe frames 8-15
	MK Blazing Kick	↓↙← + MK	High	80 (60)	8	22	26	Floats	-6	—	Reflects one projectile at a 45 degree angle frames 8-15
	HK Blazing Kick	↓↙← + HK	High	80 (60)	8	22	26	Floats	-6	—	Reflects one projectile at an 80 degree angle frames 8-15
	EX Blazing Kick	↓↙← + K K	High	80 (60)	9	22	26	Floats	-6	—	Reflects one projectile toward foe frames 8-15
5	LK Owl's Hunt	→↓↘ + LK	Mid	100	24	2	31	Floats	-11	—	Airborne frames 5-20, full body invulnerability frames 21-24, ground bounce on Counter Hit
	MK Owl's Hunt	→↓↘ + MK	Mid	100	24	2	31	Floats	-11	—	Airborne frames 5-20, full body invulnerability frames 21-24, ground bounce on Counter Hit
	HK Owl's Hunt	→↓↘ + HK	Mid	100	24	2	31	Floats	-11	—	Airborne frames 5-20, full body invulnerability frames 21-24, ground bounce on Counter Hit
	EX Owl's Hunt	→↓↘ + K K	Mid	100	25	2	31	Floats	-11	—	Airborne frames 5-20, full body invulnerability frames 1-4 and 21-24, homes to foe's location, ground bounce on Counter Hit
	Owl's Hunt	(during Quick Recoverable knockdown) K	Mid	100	24	2	31	Floats	-11	—	Airborne frames 1-20, full body invulnerability frames 21-24, homes to foe's location, ground bounce on Counter Hit
6	LP Indigo Punch	↓↘→ + LP	High	90	16	2	18	Knockdown	+2	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, juggle setup, attack has one hit of projectile durability
	MP Indigo Punch	↓↘→ + MP	High	90	20	3	19	Knockdown	0	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, juggle setup, attack has one hit of projectile durability
	HP Indigo Punch	↓↘→ + HP	High	90	25	4	18	Knockdown	0	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, juggle setup, attack has one hit of projectile durability
	EX Indigo Punch	↓↘→ + P P	High	100	20	3	21	Wall bounce	-2	—	Can be Super charged: 51 frames to perform Super Art, juggle setup, attack has one hit of projectile durability

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Normal Throws

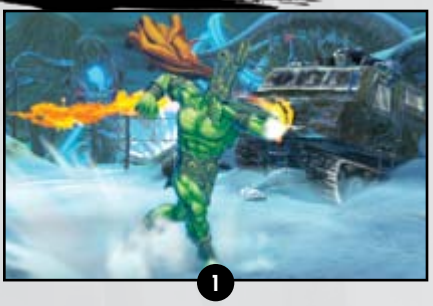
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Rag Doll	⇨ or N + LP LK	Throw	130	7	2	20	Hard knockdown
2	Deadly Spear	⇦ + LP LK	Throw	150	7	2	20	Hard knockdown



1

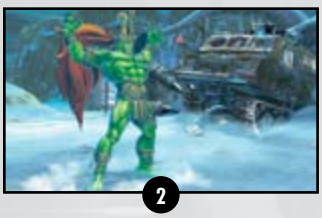


2



1

Waning Moon: Ogre reaches back then thrusts a flaming arm toward his opponent, spins around them, then slams them with a shoulder check from behind. Waning Moon hits in two parts: the first is a throw that only grabs standing characters, and the second is a normal strike. It is difficult to hit with the throw portion because it's much slower than a normal throw at 9 frames of startup and can only grab an opponent if they are standing—if they are crouching, the throw will miss. The throw also has limited range, so an opponent who would be standing and blocking will probably walk out of your throw range unless they are in the corner. The hitting aspect of this attack is more useful because it combos off many of Ogre's attacks and deals big damage. Be careful of using this attack against a cornered opponent because it throws your foe out of the corner, allowing them to escape from any pressure after the combo.

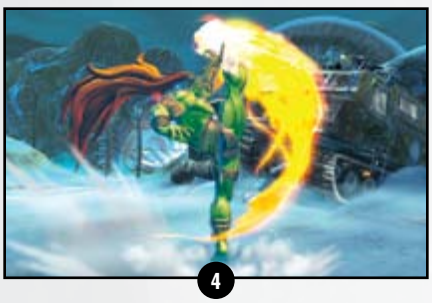


2



3

Ancient Power: This attack functions as either a counter or a reversal attack, depending on the variation performed. LP and MP Ancient Power counter a specific level of attack for 20 frames and deal huge damage if either are triggered. The LP version counters low attacks while the MP version counters any strikes that aren't counted as low. Generally, you should use the MP version as anti-air and the LP version against characters who are poking at you with low strikes. The HP and EX versions function as traditional reversal attacks that trigger whether or not your opponent hits you. The attack counts as a projectile, so it can destroy projectiles and defeat strike invulnerable attacks! The only differences between the HP and EX versions are slight increases in damage and invulnerability, so it's probably best to save your meter when performing this attack.



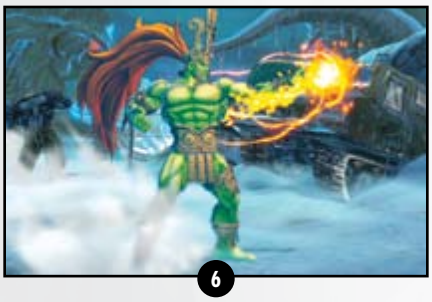
4

Blazing Kick: Ogre sets his leg on fire and lifts it into the air during this special attack. Like many of Ogre's special attacks, Blazing Kick has two functions: it serves as a floating attack and as a projectile-reflecting attack. The version you use will change the direction the projectile is reflected: LP and EX versions kick the projectile back at your opponent, MK kicks it upward at a 45 degree angle, while HK boots the projectile almost straight upwards at an 80 degree angle. You should typically use the LK and MK versions to send projectiles back at your opponent. The EX version is costly for what it does, and the HK version kicks the projectile into the air at an angle that seems primarily a cool effect. As an attack, Blazing Kick is decent in combos, but it's difficult to combo after unless you use the EX version. Blazing Kick can also be used as a meaty attack, due to its many active frames. If you perform Blazing Kick over a knocked down opponent, they're forced to get up into it and block, leaving you at advantage, or they'll get hit by it and you can juggle into a big combo.



5

Owl's Hunt: Ogre leaps into the air and crashes down on his opponent during this Special Move. The distance Owl's Hunt travels depends on which version is performed: LK falls directly in front of Ogre's position, the MK version travels about half screen, and the HK version travels a full screen distance. EX Owl's Hunt targets your opponent's position, allowing you to hit your enemy at distances the normal versions can't hit. Owl's Hunt only hits in front of Ogre. So if you pass over your opponent, you'll whiff, even though they're within Ogre's hitbox range. Owl's Hunt hits mid, so your opponent will have to stand in order to block it. If Owl's Hunt hits the opponent, it pops them into the air, allowing you to perform big combos in the corner But it's difficult to land anything other than Ogre's Super Art midscreen. Owl's Hunt can also be immediately activated whenever you get knocked down by a Quick Recoverable knockdown. This version targets your opponent like the EX version. But if your opponent is moving forward when this attack comes out, there's a good chance your opponent will simply walk out of its range.



6

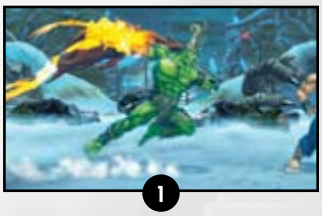
Indigo Punch: Ogre gathers energy in his hand then thrusts it toward his opponent during this Special Move. This attack counts as a projectile, so it can trade with projectiles and hit attacks that strike invulnerable attacks. Indigo Punch is best used in combos, since it has the highest juggle potential of any of Ogre's special attacks but has very short range, limiting its use as a poke. EX Indigo Punch has a longer reach and wall bounces the opponent on hit, allowing you to combo your opponent for big damage from midscreen. EX Indigo Punch combos off any medium or heavy attacks on the ground but isn't very useful in juggles because it sucks away all of Ogre's juggle potential when it hits anti-air. Indigo Punch is Ogre's Super Charge attack, and you can cancel it after its fifth frame of startup, allowing you to perform some interesting juggle combos from midscreen.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

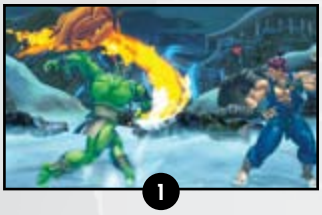
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Hell Inferno	↓↙→ + P P P	High	50 x 2, 10 x 4, 50 x 2, 60	10	3	86	Hard knockdown	-73
Notes									
63 frame cinematic freeze before attack begins, full body invulnerability frames 1-active, runs toward foe before active, startup depends on distance from foe when attack started (close: 8, 1/3 screen: 11, 2/3 screen: 15, full screen: 23)									



Hell Inferno: Ogre gathers a ball of energy in his hand and charges toward his opponent, lifts them in the air, then brings them to the ground using the power of a flaming bird. Hell Inferno has decent juggle potential and moves across the screen very quickly, allowing you to combo into it from many of Ogre's floating attacks. Depending on how far away Ogre is from an opponent, the attack starts up at different speeds. Hell Inferno starts quickly at close range but rather slowly from full screen. While it looks like Ogre attack travels across the screen, it can only hit from about two-thirds of a screen away, making it difficult to use as a punisher against full screen attacks. It is invulnerable until after it hits the opponent.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↙→ + MP MK	High	20 x 2, 5 x 7, 25	9	2	48	Switch	-29
Notes								
64 frame cinematic freeze before attack begins, full body invulnerability frames 1-10								



Ogre reaches back and fills his hand with fire, drops a hammer punch on his opponent, flies toward them like a phoenix, ignites them in flames, then finally punches them toward his partner. Ogre's Cross Art has a short range, making it difficult to use in many combos unless he is near the opponent.

OVERVIEW



Owl Hunt can cover horizontal distance in an instant, attacking opponents from across the screen…



…but it misses enemies behind Ogre, so make sure he'll land in front of the opponent before you throw it out.

Ogre is primarily a defensive character who can counter any method of long range attack, from projectiles to long pokes. Using Ogre defensively can be tricky, since each of his attacks is generally only useful against very specific attacks. If your opponent is attacking with projectiles, you can drop down on them using Owl's Hunt or turn their attacks back at them using Blazing Kick. Owl's Hunt leads to big damage when used properly, but your opponent must be in specific ranges for you to hit them. If you accidentally attack behind a projectile-throwing opponent, you'll be left vulnerable. Be sure you use the right version of Owl's Hunt to attack at the proper range. If you don't want to judge distance, you can use EX Owl's Hunt to zoom straight to your opponent's position at the cost of some of your Cross Gauge.

Blazing Kick can also reflect projectiles, although you won't deal as much damage as you would if you used Owl's Hunt. Generally, you should use LK Blazing Kick to send the projectile directly back at your opponent and hopefully hit them before they can throw another. If you think your opponent will jump at you after reflecting a projectile, use the MK version to send it up into the air to meet them.

Opponents who use long range attacks that aren't projectiles will probably beat your Blazing Kicks and avoid your Owl's Hunt attacks, so defeat their pokes with LP or MP Ancient Power. Which version you use depends on how your opponent is attacking. If they're striking with low attacks, use the LP version. If they're using standing attacks, use Ancient Power MP. Although Ogre can stop any attack sent at him, using these counters is risky since they don't have many counter frames but do have significant recovery. If the opposing character is jumping at Ogre, it's much easier to deal with them: counter their jumping attacks with MP Ancient Power or blast them out of the air using HP Ancient Power, which is a simple attack not a counter. HP Ancient Power also works as an invulnerable wakeup attack, allowing you to blast your opponent without guessing on a counter.



Standing MK is a useful attack that can stab opponents out of the air without taking a risk on MP or HP Ancient Power.



Blazing Kick stays active for almost half a second, making it a deceptive meaty attack.

It is difficult to defeat your opponent simply with counters, so you will eventually need to go on the offensive. Unfortunately, Ogre doesn't have any easy offensive strategies to use against his opponents. The only attacks that move him forward are Hunting Hawk and Owl's Hunt, both of which are unsafe if blocked. Once Ogre is in range, you should poke at your opponent using standing HK, after which you can link when you're also in crouching MK range. Your first priority should be to score a knockdown on your opponent, as it will give you the opportunity to increase pressure.

Once you have the advantage in the match and can get next to your opponent, start pressuring them with standing LP and LK. Standing LP leaves you at +2 on block and, when canceled into the second hit of Flash Punch Combo, it leaves you at a massive +7! You should pressure your opponent with standing LP. Then walk toward and mix-up your opponent by performing standing LP twice again, attempt a throw, or throw out close standing HK for a frame trap! If standing HK hits, you can go into a big combo, but you'll have to commit to the combo immediately, making it a gamble with a big pay-off. If any of your standing LP attempts connect, link into Snake Blade or crouching MK for big damage!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. St.LP ▷ LP, cr.LK ▷ ⇩ + MK ▷ ⇩ + MK, ⇗ + LK ▷ MK, cl.HP ▷ ⇩⇘⇨ + LP

261 damage

This basic combo allows Ogre to deal decent damage without using meter from midscreen. The first two hits of Flash Punch Combo give Ogre a huge advantage, leaving him at +7 even when blocked. You'll probably need to start Snake Blade before you'll be able to verify on hit. If your standing LP attacks aren't hitting, cancel crouching LK into Indigo Punch for safety or walk up and start pressuring your opponent with standing LP again. If you want to take a risk, you can put your opponent in a high-low mix-up by performing the second hit of Snake Blade then Boost Combo into crouching HP, which hits mid! Even though it is hard to see, the third hit of Snake Blade hits low, making this a real mix-up, although your opponent can interrupt you within the string, no matter which you perform. After Snake Blade hits, you must perform the first two hits of Hunting Hawk immediately. If done too late, Hunting Hawk won't reach the opponent. After the second hit of Hunting Hawk, take a step or two forward and perform standing close HP quickly canceled into LP Indigo Punch. If you're too far, you'll get standing HP instead, ending your combo. In the corner, you can get slightly more damage and better positioning by replacing Hunting Hawk with jumping MP, which spikes your opponent, allowing you to pick them up with standing close HP cancelled into Owl's Hunt. You can get more damage using different Special Moves and combos, but this combo leaves you directly in front of your opponent so you can do another mix-up or keep up the pressure.

II. St.LK, cl.HK ▷ ⇨⇩⇘ + LK, J.MP, cl.HP ▷ ⇨⇩⇘ + LK, ⇩⇘⇨ + LP

399 damage, corner required

Ogre can deal huge damage in the corner, without spending any meter, by using combos like these. Unfortunately, standing LK pushes your opponent too far away to land close HK if your opponent is crouching, taking away your chance to verify into a combo. If you remove the standing LK, you can get the full combo. So you can still use this combo against crouching characters if used in a frame trap during standing LP pressure. After you hit the opponent with the first Owl's Hunt, immediately jump and hit your opponent with jumping MP. You don't necessarily need to jump forward, but it might be necessary to juggle with standing close HP after the ground bounce, depending on the opponent. If you perform close HP too quickly after landing, you'll whiff. So wait until after your opponent bounces off the ground before trying to pick them up. Landing the LP Indigo Punch can be difficult, so do it as soon as you land. It only adds slightly more damage, so it may be better to occasionally end the combo early and start a mix-up on your opponent.

III. ⇨⇩⇘ + KK, ⇗ + LK ▷ MK, cl.HP ▷ ⇩⇗⇦ + HP

347 damage, 1 block, midscreen required

Ogre can add significant damage if you manage to hit an opponent with Owl's Hunt, even at midscreen! Even though this example uses EX Owl's Hunt, this combo works after any of the normal versions of this attack. If the normal versions of Owl's Hunt hit from too far away, you'll be too far to connect with Hunting Hawk, eliminating your chance to continue into a combo. As soon as Owl's Hunt hits, perform Hunting Hawk, but omit the final hit, then land and connect with close HP. While HP Waning Moon does the most damage out of any of Ogre's Special Moves, you can end this combo with any one of Ogre's special attacks, depending on how you want to position your opponent. If you want damage, just use Waning Moon. But if you want to keep your opponent in front of you, use Blazing Kick instead. If you're willing to spend meter, you can cancel close HP into Hell Inferno or even Ogre's Cross Art! In the corner, Hunting Hawk will put you behind your opponent, increasing the difficulty of finishing the combo. So replace it with jumping MP and finish your combo with standing close HP canceled into Owl's Hunt.

IV. St.LK, st.LK, cr.MK ▷ ⇩⇗⇦ + KK, ⇗ + LK ▷ MK, cl.HP ▷ ⇩⇗⇦ + HP

316 damage, 1 block, midscreen required

This combo begins with the low-hitting standing LK and continues into a 1 frame link to crouching MK. Although you can plink the link to make it easier, you can also simply Boost Combo into crouching MK for only 14 less points of damage. After that, this combo is similar to Ogre's other combos: replace Hunting Hawk in the corner with the latter half of **combo II** and replace Waning Moon with another attack for positioning instead of damage.

V. St.LP ▷ LP, cr.MK ▷ ⇩⇗⇦ + MP

226 damage

While this combo seems like a no-brainer considering the above combos, it does ample damage and is easily verifiable. This combo is best used when your back is to the corner: Waning Moon throws your opponent behind you, giving you the positioning advantage.

VI. cr.LK ▷ ⇩ + MK, ⇩ + MK, ⇩⇘⇨ + PPP

365 damage, 2 blocks

If Snake Blade hits your opponent from too far away, sometimes the only attack you can combo into is Hell Inferno. Learn the distances that you can connect Hunting Hawk from and end your combos accordingly.

Combo Appendix

Sequence	Notes
St.MP, cr.LK	Trial 9
Cr.LP, cr.LP ▷ cr.MP ▷ cr.HP	Trial 11
Cr.LK ▷ ⇩ + MK ▷ ⇩ + MK, ⇩⇘⇨ + PPP	Trial 12
J.MP, cr.LK, ⇨ + HK ▷ HK ▷ HK ▷ HK ▷ HK	Trial 13
Cr.MK ▷ ⇩⇘⇨ + MP, ⇗ + LK ▷ MK ▷ LK	Trial 14, corner required.
Cl.HP ▷ ⇨⇩⇘ + LK, ⇩⇘⇨ + PPP	Trial 15
⇩⇗⇦ + LK, cr.MP ▷ cr.HP ▷ ⇨⇩⇘ + PP	Trial 16, the first Blazing Kick must hit very late to finish the combo
J.MK, cr.LP, st.LK, cr.LK ▷ ⇩ + MK ▷ ⇩ + MK, ⇗ + LK ▷ MK ▷ LK	Trial 17
St.HK, cr.MK ▷ ⇩⇗⇦ + KK, ⇩⇗⇦ + KK, cr.MK ▷ ⇩⇗⇦ + HP	Trial 18, don't use close standing HK. Standing HK to crouching MK is a 1 frame link.
Cr.HK ▷ ⇩⇘⇨ + P (hold) ▷ ⇨⇨, cl.HK ▷ ⇩⇘⇨ + P (hold), cl.HP ▷ ⇨⇩⇘ + LK	Trial 19, when performing Indigo Punch, hold the input and cancel the attack with a dash to continue the combo.
Cr.LK, st.LP, st.LK ▷ cr.MP ▷ cl.HP ▷ ⇩⇘⇨ + PP, st.MP ▷ ⇩⇘⇨ + PPP	Trial 20, walk forward a few steps before using st.MP from midscreen.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

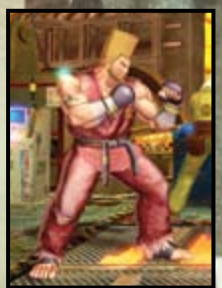
From the Library of Chris Miller

Paul

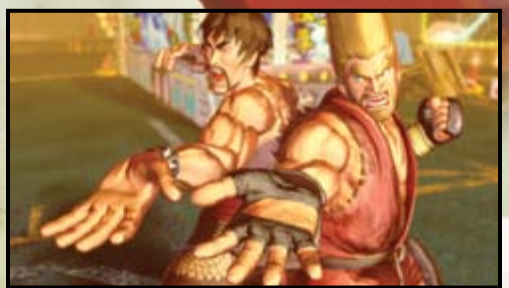
Aiming for the Top

A hot-tempered fighter who aims to be the toughest fighter in the universe. He is Law's eternal sparring partner. He has suffered a countless number of defeats in battle, but refuses to give up. Instead he takes on these challenges head-on. He is currently mired in a mountain of debt, but after hearing news of a mysterious box in the Antarctic, him and Law head off to obtain it and the potential riches it would reward them with.

Win comment 1: You ain't the universe's greatest fighter, but you're close!
Win comment 2: All the power in the world wouldn't be enough to help a loser like you to beat me!
Win comment 3: Yeah! Any time! Any place! Bring it on!


Color 1


Color 2


Comrades Forever


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



DATA ARSENAL

Vitality	1050
Forward Dash Duration	23 frames
Backdash Duration	8 frames invulnerable, 10 frames airborne, 9 frames grounded (27 frames total)
Pre-jump Frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	4	3	5	+9	+5	SM, EX, SA, CA	—
2	Standing MP	High	60	6	5	13	+3	-1	SM, EX, SA, CA	—
3	Standing HP	High	90	18	5	23	-3	-8	SM, EX, SA, CA	Crumple on standing Counter Hit
4	Standing LK	High	30	8	5	9	+3	-1	—	—
5	Standing MK	High	60	10	4	15	+2	-2	—	—
6	Standing HK	High	90	15	4	26	-5	-10	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing MP	High	60	6	4	8	+9	+5	SM, EX, SA, CA	—
2	Close standing HP	High	90	12	5	16	+5	-1	SM, EX, SA, CA	Forces standing on hit
3	Close standing LK	High	30	5	2	8	+7	+3	—	—
4	Close standing MK	High	60	7	3	14	+4	0	—	—
5	Close standing HK	High	90	13	5	16	+4	-1	SM, EX, SA, CA	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.
From the Library of Chris Miller

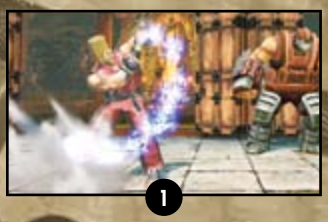
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	4	6	+7	+3	SM, EX, SA, CA	—
2	Crouching MP	High	60	6	4	11	+6	+2	SM, EX, SA, CA	—
3	Crouching HP	High	90	8	4	32	-10	-16	SM, EX, SA, CA	Forces standing on hit
4	Crouching LK	Low	30	6	5	10	+2	-2	SM, EX, SA, CA	—
5	Crouching MK	Low	60	7	3	16	+2	-2	SM, EX, SA, CA	—
6	Crouching HK	Low	90	10	4	23	Sweep knockdown	-7	—	—



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	12	2	54	—	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120	12	7	30	Hard knockdown	-15
Notes								
Similar to Phoenix Smasher, full body invulnerability frames 1-13								



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	6	5	Until grounded, 4 frames landing	+12	+4	—	—
2	Vertical jumping MP	Mid	70	9	5	Until grounded, 4 frames landing	+16	+5	—	—
3	Vertical jumping HP	Mid	100	9	7	Until grounded, 4 frames landing	+20	+8	—	—
4	Vertical jumping LK	Mid	40	5	9	Until grounded, 4 frames landing	+12	+4	—	—
5	Vertical jumping MK	Mid	70	9	7	Until grounded, 4 frames landing	+16	+5	—	—
6	Vertical jumping HK	Mid	100	8	6	Until grounded, then 4 frames recovery	+20	+8	—	—

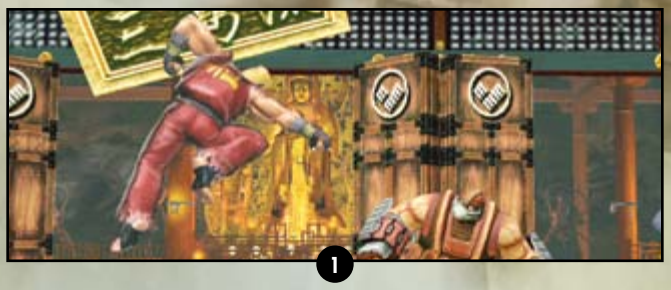


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping HP	Mid	100	10	6	Until grounded, then 4 frames recovery	+20	+8	—	—
2	Diagonal jumping HK	Mid	100	13	8	Until grounded, then 4 frames recovery	+20	+8	—	—


1


2

Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Hammer of the Gods	⇨ + MP	Mid	60	15	3	19	+2	-6	—	Ground bounce on Counter Hit and on airborne foes


1

Hammer of the Gods: Hammer of the Gods is the quickest overhead attack in Paul's arsenal, starting at 15 frames. It causes a ground bounce on Counter Hit, allowing you to continue with a juggle (see **combo IV**). Hammer of the Gods is best used after conditioning your opponent to block low attacks.

Hang Over

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Hammer Punch	⇨ + HP	Mid	50	19	3	28	-4	-7	Phoenix Smasher	—
2	—	⇨ + HP ▷ ⇘ + HK	Low	50	14	2	21	+4	-1	—	—
3	Hang Over	⇨ + HP ▷ ⇘ + HK ▷ P	High	50	16	4	15	+1	-6	—	—


1

Hammer Punch: Hammer Punch is an overhead attack that can be canceled into Hang Over or Phoenix Smasher. Although it starts up slower and does less damage than Hammer of the Gods, Hammer Punch has a higher damage potential overall because Hammer of the Gods cannot net more than 60 damage without a Counter Hit. Hammer Punch is unsafe if blocked, but it can be canceled into ⇘ ○ HK, which is safe if blocked. This sequence can be interrupted with an opponent's quick attack, however.


2


3

Hang Over: Hang Over is a combination of Hammer Punch and Bone Breaker, with slight differences in frame data. The second hit of Hang Over can only be performed if Hammer Punch makes contact with the opponent not if whiffed. The second hit can be used to make up for a blocked Hammer Punch, which is unsafe on block. Note that the first and second hits of Hang Over will act as a combo on Counter Hit only.

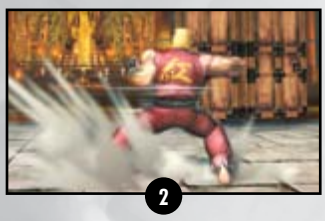
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Bone Breaker

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	↙ + HK	Low	50	14	2	21	Knockdown	-5	—	—
2	↙ + HK ▷ P	High	50	16	4	15	+1	-6	—	Knockdown on airborne foes

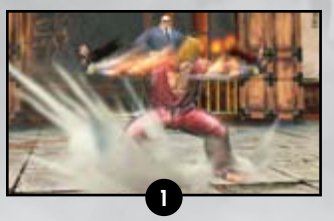

1


2

Bone Breaker: Bone Breaker is a two hit string where Paul strikes with a low-hitting sweep attack, then goes into an elbow attack to juggle into a knockdown. It can be mixed with Paul's various overhead attacks to confuse an opponent into blocking incorrectly. Both hits of Bone Breaker are punishable by quick attacks.

Demolition Man

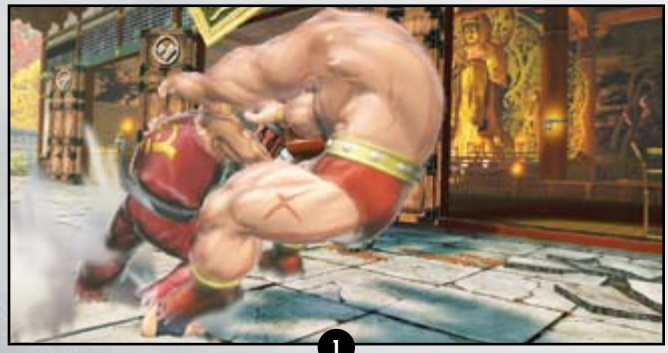
Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	(after making contact with Hang Over or Bone Breaker) P	High	100	20	3	22	Knockdown	-3	—	—

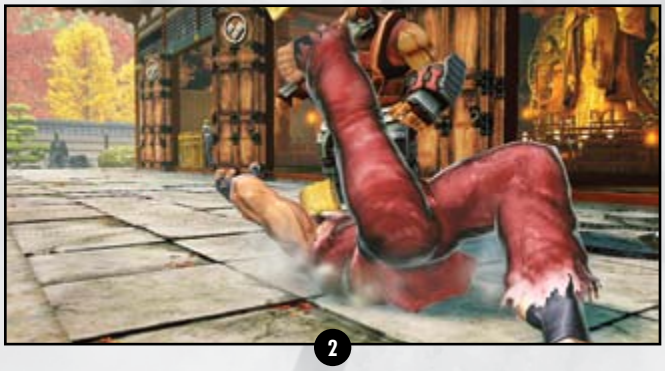

1

Demolition Man: Demolition Man is an attack that can be added to Hang Over and Bone Breaker. It will juggle if performed in the corner and whiff if used midscreen. At -3 on block, Demolition Man is difficult to punish and can be used as a way to salvage a blocked Hang Over or Bone Breaker. Even though it is still punishable by quick attacks, it is harder to punish than Hang Over or Bone Breaker, which are both –6 on block.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Push Away	⇨ or N + LP LK	Throw	150	7	2	20	—
2	Foot Launch	⇦ + LP LK	Throw	150	7	2	20	—


1


2

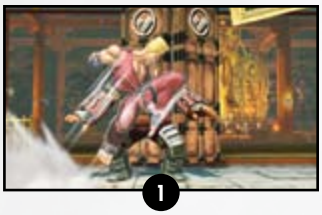
ALL THE POWER IN THE WORLD WOULDN'T BE ENOUGH TO HELP A LOSER LIKE YOU TO BEAT ME!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Mountain Raze	⇦ ⇖ ⇧ ⇗ ⇨ + K	High	90	19	9	22	Floats	-9	—	Projectile invulnerable frames 5-18, airborne frames 19-38
	EX Mountain Raze	⇦ ⇖ ⇧ ⇗ ⇨ + K K	High	90	19	9	22	Floats	-9	—	Invulnerable frames 1-4, projectile invulnerable frames 5-18, airborne frames 20-39
2	Shredder L	⇨ ⇩ ⇘ + LK	Crouchable high	20 x 2, 60	10	5(9)4	21	Floats	-3	—	Airborne frames 10-37
	Shredder M	⇨ ⇩ ⇘ + MK	Crouchable high	20 x 2, 60	10	5(9)4	22	Floats	-16	—	Airborne frames 10-38
	Shredder H	⇨ ⇩ ⇘ + HK	Crouchable high	20 x 2, 60	10	5(9)4	23	Floats	-17	—	Airborne frames 10-39
	EX Shredder	⇨ ⇩ ⇘ + K K	Crouchable high	20, 30, 60	10	5(9)4	22	Floats	-16	—	Full body invulnerable frames 1-9, airborne frames 11-39
3	Sway L	⇩ ⇗ ⇦ + LP	—	—	—	—	24	—	—	—	Strike invulnerable frames 1-5
4	Sway M	⇩ ⇗ ⇦ + MP	High	90	37	3	24	+2	-7	—	Strike invulnerable frames 1-3
5	Sway H	⇩ ⇗ ⇦ + HP	High	100	30	4	34	Knockdown	-6	—	Strike invulnerable frames 1-3
6	EX Sway	⇩ ⇗ ⇦ + P P	High	50, 70	31	4(26)3	17	Wall bounce	+2	—	Strike invulnerable frames 1-4, lower body invulnerable frames 1-16, invulnerable frames 17-34
7	Mortar Punch	⇨ ⇩ ⇘ + P	Mid	90	27	6	27	Hard knockdown	+3	—	Airborne frames 9-32
	EX Mortar Punch	⇨ ⇩ ⇘ + P P	Mid	90	24	6	31	Ground bounce	-5	—	Input changes distance of attack: LP MP for LP version, LP HP for MP version, MP HP for HP version, airborne frames 10-29
8	Phoenix Smasher	⇩ ⇘ ⇨ + P	High	120	18	7	30	Hard knockdown	-10	—	Can be Super Charged 51 frames for EX version or 100 frames for Super Arts
	EX Phoenix Smasher	⇩ ⇘ ⇨ + P P	High	120	12	7	31	Wall bounce	-16	—	Can be Super Charged 51 frames for Super Arts

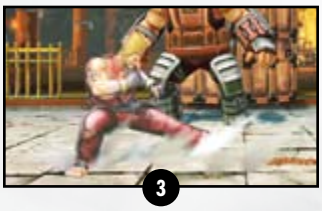


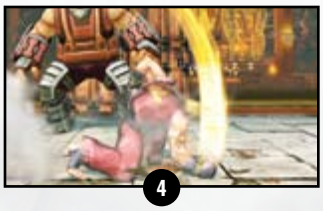
Mountain Raze: Mountain Raze is a knee attack that causes Paul to lunge in before rising with a knee. Mountain Raze has full body projectile invulnerability after 5 frames of startup, making it useable against projectiles. The attack strength used determines the distance that Paul travels forward, with HK Mountain Raze traveling the farthest. It travels so far that you can simultaneously dodge and punish projectiles at midscreen. It can also be used in combos, particularly in the corner where a successful Mountain Raze leaves you in close range to continue with a juggle. EX Mountain Raze behaves similarly yet is enhanced with 4 frames of invulnerability on startup. Unfortunately, it doesn't become active until frame 19, limiting its use as a reversal. All versions of Mountain Raze are unsafe if blocked.

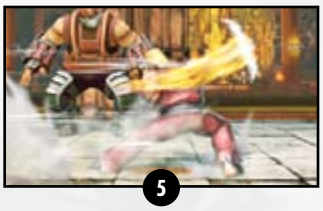
Shredder: Shredder is a three-hit rising kick attack that is used as anti-air and in combos. If fully connected, Shredder will hit twice with the first kick (once with a knee, then with the leg fully extended) then juggle with the second kick. All versions of Shredder are similar, the only difference is the height in which Paul jumps (HK jumping the highest). If Shredder is connected fully on the ground, you can follow with cr.HK or cr.HP, though all juggle potential is used up at that point. At certain ranges, however, Shredder will only connect with two hits, allowing for extended juggling afterwards (see **combo 1**). Normal versions of Shredder have no invulnerability on startup, so it is best used as anti-air when timed early or in combos.



EX Shredder is invulnerable on startup and can be used as a reversal attack. Unfortunately, it hits at too high of an altitude to connect on crouching opponents. Attempting to defend yourself against crouching attacks with EX Shredder will result in the attack whiffing entirely, leaving you open to whatever punishment your opponent can inflict. Therefore, EX Shredder is best used against aerial opponents or to interrupt blockstrings that don't involve crouching attacks.









Sway: Sway is a defensive measure that causes Paul to perform a quick dash back. LP Sway is invulnerable for 5 frames on startup and can be used as a means to escape close range and reposition. MP and HP Sway have only 3 frames of invulnerability on startup, but both deliver an attack immediately after. MP Sway performs a descending fist, while HP Sway performs a palm attack that sends opponents flying. Both are unsafe if blocked.

EX Sway is strike invulnerable frames 1-4, becomes vulnerable the next 12 frames, then is full body invulnerable the next 18 frames, delivering a two-fold palm attack that causes a wall bounce. You can then follow with J.HK into cr.MP, cr.MK ▷ ⇩ ⇘ ⇨ + P for 382 damage. EX Sway is also safe on block.

Although all versions of Sway have strike invulnerability on startup, the small window of invulnerability makes it difficult to reliably use as a counter to incoming attacks. LP Sway moves Paul backwards slightly faster than his backdash, however, and can be used as a way to reposition him.

Mortar Punch: Paul leaps forward with an aerial punch attack that must be blocked high. Different strengths of attack determine the distance that Paul leaps: LP attacks directly in front, MP travels slightly farther, and HP travels forward half of a screen's length. EX Mortar Punch starts up slightly faster and causes a ground bounce, allowing further damage with a juggle. The distance in which Paul leaps while performing EX Mortar Punch is determined by the combination of punches used: LP MP is similar to LP Mortar Punch, LP HP is similar to MP Mortar Punch, and MP HP travels the farthest, similar to HP Mortar Punch.



Mortar Punch is best used unexpectedly to score a hard knockdown. Unlike some of Paul's other overhead attacks, Mortar Punch displays an obvious visual cue, making it easy for an opponent to react to it if it is anticipated. However, it is -3 on block, requiring the fastest attacks or reversals to punish it.

Phoenix Smasher: In his namesake attack, Paul thrusts forward with a powerful punch, knocking opponents away into a hard knockdown. The strength of the attack used determines how far Paul steps forward while punching, with HP Phoenix Smasher traveling the farthest. EX Phoenix Smasher causes a wall bounce, allowing further combo opportunity. Phoenix Smasher is typically used as a combo ender, although the longer-ranged versions of Phoenix Smasher can be used to punish slow recovering attacks that are slightly out of range for normal attacks. All versions of Phoenix Smasher are punishable if blocked.





Paul

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

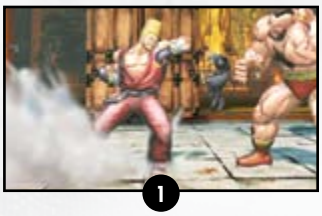
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Burning Fist	↓↙←+PPP	High	100, 60, 60, 100	7	2	41	Hard knockdown	-21
Notes									
68 frame cinematic freeze before attack begins, full body invulnerability frames 1-8									



Burning Fist: Paul starts with an elbow attack. If it connects, he transitions into a cinematic attack sequence that ends in a powerful strike. Burning Fist is invulnerable on startup, so it can be used defensively to blow through an enemy's offense. It is easily connected in combos and juggles. Any combo ending in Phoenix Smasher can also end in Burning Fist for heavy, unrecoverable damage. Burning Fist is unsafe if blocked, so it is best used in combos or when it is guaranteed to connect.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↙←+MP MK	High	100	10	2	51	Switch	-31
Notes								
66 frame cinematic freeze before attack begins, full body invulnerability frames 1-10								



Paul performs an elbow attack, then transitions into his Shoulder Pop, a signature throw attack from the *Tekken* series. Paul is invulnerable throughout its startup, and it can be canceled into easily from cancelable normal attacks such as crouching MK.

YOU AIN'T THE UNIVERSE'S GREATEST FIGHTER, BUT YOU'RE CLOSE!

OVERVIEW



HK Mountain Raze can be used not only to punish projectiles but also as a means to push forward and force an opponent into the corner.



J.MK can be used for ambiguous cross-ups. After a hard knockdown, slightly alter your positioning and jump timing to make J.MK a cross-up or fake cross-up.

Paul has little to threaten opponents from full screen distance, so approaching with him is key. Mountain Raze is Paul's fastest method for approaching, with HK Mountain Raze traveling half of a screen's length forward. Mountain Raze is unsafe is blocked, so it is best used to approach when the opposing character is too far to punish or to pass through projectiles. Once at mid range, LK Mountain Raze can be used to punish opponents throwing projectiles and allows for a 2 frame link juggle with cr.MK into Phoenix Smasher if connected. At mid range, Paul can poke with cr.MK buffered into Phoenix Smasher (or Mountain Raze if near the corner).

Up close to his opponent is the most advantageous position for Paul. Both standing and crouching LP do not extend Paul's hurtbox, making them high-priority poking tools. These quick jabs can be hit-confirmed into a combo, as seen in **combo I**. Mixing pokes and blockstrings with Hammer Punch, Hammer of the Gods, LP and EX Mortar Punch, and Bone Breaker will force opponents to be honest about their guard. Blockstrings can also be canceled into LP Sway, which puts Paul in a position to poke with cr.MK. LP Sway can occasionally be mixed with MP or HP Sway to interrupt the chasing efforts of opponents who become accustomed to LP Sway.

Even though cr.HP can be used as anti-air, the timing and positioning must be learned for it to be effective because it won't counter aerial opponents attacking at a frontal angle. For these attacks, an early-timed Shredder or EX Shredder can be used. On the ground, EX Shredder can be used as a reversal, but it will whiff against crouching opponents. Sway can be used defensively, but the small window of strike invulnerability can be difficult to utilize. For opponents who use cross-ups after a blockstring, jumping backwards with J.MP can be used as a counter.

On wakeup, you can use J.MK as an all-purpose cross-up, and it is similar to that of Geese Howard's in *Capcom Vs. SNK 2*. It can be used to score a deep cross-up that leads to **combo II** or **III** or as a fake cross-up after LK Shredder to cr.HK. Opponents trying to backdash on wakeup out of J.MK can be countered with an option select using Phoenix Smasher. Input Phoenix Smasher just as J.MK makes contact. If opponents backdash out of J.MK, the range on Phoenix Smasher will catch them for a hard knockdown. This setup can be used with any version of Mountain Raze as well. Up close pressure with cr.LP, meaty cr.MP, and vertical J.HP are also usable on an opponent's wakeup.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LP, cr.LP, st.MP ▷ ↓↘→ + P

192 damage

This is an easy, hit-confirmable combo into Phoenix Smasher for a hard knockdown. Cr.MP can be used in place of st.MP, but st.MP has slightly more range, connecting at ranges in which cr.MP will whiff. The cr.LP, cr.LP, st.MP link can also be replaced with a link of cr.MP, cr.MP, which does a little more damage (216 damage) and is useful for meaty setups with cr.MP.

Phoenix Smasher can be replaced with LK Mountain Raze, which can then be followed by crouching MK canceled into Phoenix Smasher for 267 damage. Linking cr.MK after LK Mountain Raze is a difficult but possible 2 frame link, requiring strict timing to connect the juggle.

With meter, you can replace Phoenix Smasher with EX Phoenix Smasher, changing the combo to cr.LP, cr.LP, st.MP ▷ ↓↘→ + P P, cr.MP, cr.MK ▷ ↓↘→ + P (306 damage, 1 block required). The same combo can also be done with EX Mountain Raze instead of EX Phoenix Smasher (299 damage, 1 block required).

Note that any combo ending with Phoenix Smasher can also be ended with Burning Fist, as well as Mountain Raze into a Switch Cancel. Remember that both of these enders require Cross Gauge.

II. Cr.MP ▷ →↓↘ + LK, cr.HP ▷ ↓↘→ + P

272 damage

Shredder is normally a three-hit attack, allowing limited juggling afterwards. However, connecting with only two hits of Shredder allows for better combo potential. Canceling from cr.MP creates the exact distance needed to connect only two hits of Shredder, making the cr.HP into Phoenix Smasher juggle possible. You can opt to end with Burning Fist instead for 451 damage.

As an alternative, you can end this combo with crouching HK for a hard knockdown (212 damage). This puts you in the perfect position to perform an ambiguous cross-up with jumping MK. After recovering from cr.HK, walk forward slightly, then jump-in with MK. Adjusting your walk and jump timing slightly will net you either a deep cross-up J.MK or a fake cross-up J.MK, which can be followed back into the same combo. Once this setup is mastered, opponents are forced to make a 50/50 blocking guess or use an invincible reversal to escape.

III. Cr.MP ▷ ←↙↓↘→ + HK, cr.MP, cr.MP, cr.HP ▷ ↓↘→ + P

354 damage, requires corner

Paul's juggling ability is heightened in the corner, which is demonstrated in this combo. HK Mountain Raze travels a significant distance laterally. If you are anywhere near the corner, performing cr.MP ▷ ←↙↓↘→ + HK will push the opponent into the corner for the rest of the combo to connect properly. Note that juggling from cr.MP to cr.HP is a link and not a Boost Combo.

IV. →↓↘ + P P, cr.MP, cr.MK ▷ ↓↘→ + P

282 damage

The ground bounce produced by EX Mortar Punch allows for a juggle of cr.MP, cr.MK into Phoenix Smasher. This combo can also be used after a Counter Hit Hammer of the Gods.

V. Cr.LK ▷ cr.MK ▷ st.HP ▷ ↓↘→ + P P, cr.MP, cr.MK ▷ ↓↘→ + P

320 damage, 1 block required

With meter, you can use a Boost Combo to cancel into EX Phoenix Smasher, which causes a wall bounce. This combo can be used when your opponent gives you a wide opening for punishment, after hit-confirming from a deep jumping attack, or off a Counter Hit standing HP crumple. After the wall bounce, the opponent is put in perfect position to be juggled with cr.MP, cr.MK into Phoenix Smasher. Though any Boost Combo will work, using cr.LK ▷ cr.MK ▷ st.HP gives you the range needed to make the combo consistent. This combo does not work in the corner due to the opponent bouncing off the wall sooner than usual. Instead, use cr.LK ▷ cr.MK ▷ st.HP ▷ ←↙↓↘→ + K K, cr.MP, cr.MP, cr.HP ▷ ↓↘→ + P (337 damage, 1 block required).

VI. Cr.MP, cr.MK ▷ ↓↘→ + P

Damage varies based on scaling

This combo can be used as a juggle after a partner's Launcher or Switch Cancel. Switch Cancels that pop opponents to a high altitude can be juggled with ←↙↓↘→ + LK, cr.MK ▷ ↓↘→ + P.

Combo Appendix

Sequence	Notes
↓↙← + P P, J.HK, cr.MP, cr.MK ▷ ↓↘→ + P	—
Cl.HP, st.LP	Trial 9
Cl.MP, cr.MP	Trial 10
Cl.LK, cr.LK ▷ cr.MK ▷ cr.HK	Trial 11
J.HK, cl.HP ▷ ↓↘→ + P	Trial 12
↘ + HK ▷ P ▷ P, cr.MP ▷ ↓↘→ + P	Trial 13; requires corner
→↓↘ + LK, → + MP, ↓↘→ + P P P	Trial 14
J.MK, cr.MP, cr.MP ▷ ←↙↓↘→ + K	Trial 15
↓↙← + P P, st.HP ▷ →↓↘ + HP	Trial 16
Cl.MK, st.LP ▷ st.MK ▷ st.HP ▷ ←↙↓↘→ + K K, →↓↘ + K	Trial 17
St.LP, st.LP, st.LP ▷ cr.MP ▷ st.HP ▷ →↓↘ + LP MP, cr.MP ▷ →↓↘ + K K	Trial 18
J.HP, cl.HP ▷ ↓↘→ + P P, st.HP ▷ ↓↘→ + P P P	Trial 19; 1 frame link from ↓↘→ + P P to st.HP
Cl.HK, st.LP, cr.MK ▷ ←↙↓↘→ + LK, cr.MK ▷ ↓↘→ + P P P	Trial 20

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Raven

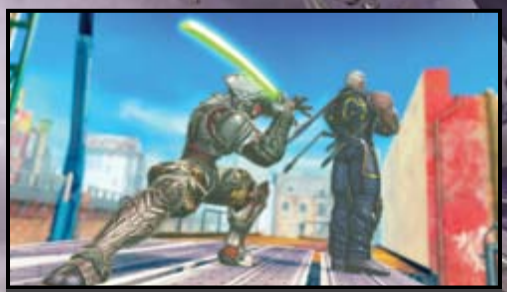
Shadow Dancing Raven

Dispatched by an unknown corporation, the agent known as Raven tracks his targets from the darkness and erases them. He uses an unknown derivation of classic ninjitsu. Regardless of his mission's difficulty, Raven can always be relied on to carry out his duty. He does not recognize Yoshimitsu as a true ninja such as himself. Due to a request, the two travel to Antarctica, but only under the condition that things are done Raven's way.

Win Comment 1: If I am late in completing my mission, I won't be able to take time off. So how about you just stay down for now?
Win Comment 2: The road to victory consists of endless days of training. This is why you lost, and I won.
Win Comment 3: Mission complete… Beginning next mission.


Color 1


Color 2

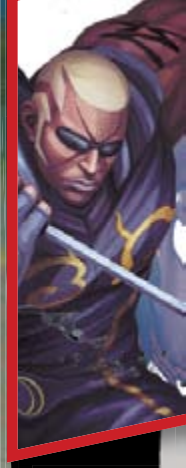

Masters of Darkness


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



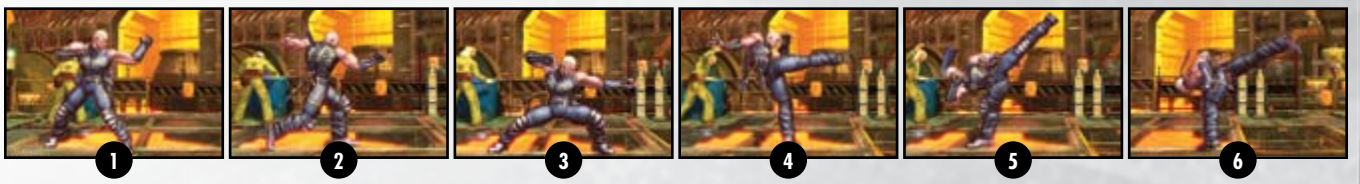


DATA ARSENAL

Vitality	1000
Forward Dash Duration	17 frames
Backdash Duration	8 frames invulnerability, 10 frames airborne, 9 frames grounded (27 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	3	2	10	+8	+4	SM, EX, SA, CA	—
2	Standing MP	High	60	9	4	14	+3	-1	SM, EX, SA, CA	—
3	Standing HP	High	90	15	3	27	-5	-10	—	Crumples on standing Counter Hit
4	Standing LK	High	30	6	4	11	+2	-2	—	—
5	Standing MK	High	60	10	5	17	-1	-5	—	—
6	Standing HK	High	90	13	4	26	-4	-10	—	Forces standing on hit



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing MP	High	60	5	3	13	+5	+1	SM, EX, SA, CA	—
2	Close standing HP	High	90	6	3	24	-2	-7	SM, EX, SA, CA	—
3	Close standing HK	High	50 x 2	10	2(8)1	26	-4	-10	—	Forces standing on hit, knocks down airborne foe





©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.
From the Library of Chris Miller

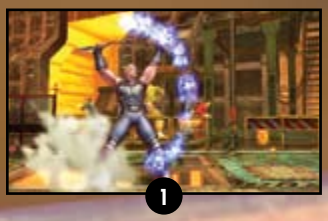
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	3	6	+8	+4	SM, EX, SA, CA	—
2	Crouching MP	High	60	6	5	15	+1	-3	SM, EX, SA, CA	—
3	Crouching HP	Low	90	8	2	30	Floats	-12	SM, EX, SA, CA	—
4	Crouching LK	Low	30	4	3	11	+3	-1	SM, EX, SA, CA	—
5	Crouching MK	Low	60	7	5	17	-1	-4	SM, EX, SA, CA	—
6	Crouching HK	Low	90	8	3	30	Hard knockdown	-13	—	—



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120	18	8	30	Hard knockdown	-16
Notes								
Similar to HP Alter Ego, full body invulnerability frames 1-19								



Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	5	5	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Jumping MP	Mid	70	5	4	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Jumping HP	Mid	100	9	4	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Jumping LK	Mid	40	6	9	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Jumping MK	Mid	70	6	10	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Jumping HK	Mid	100	12	3	Until grounded, then 4 frames recovery	+20	+8	—	Ground bounces airborne foe

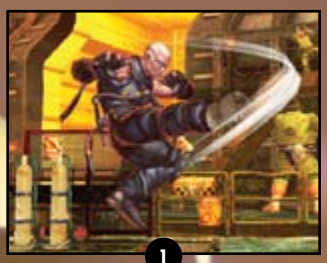


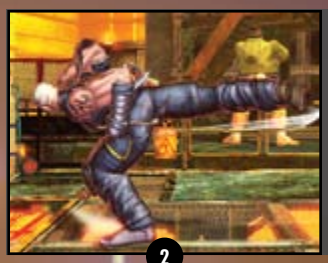
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Stormbringer — → + MK ▸ MK or HK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	→ + MK	High	60	16	2	16	+3	-3	—	Airborne frames 7-22, input MK or HK between frames 1-16 for 2nd attack, knockdown on airborne foes
2	Stormbringer	→ + MK ▸ MK or HK	High	60	16	3	19	-1	-5	—	Staggers (+34) on standing Counter Hit, knockdown on airborne foes

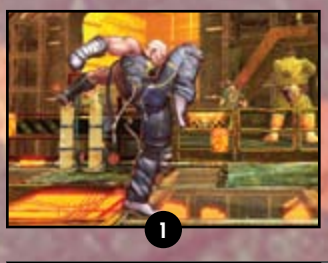

1

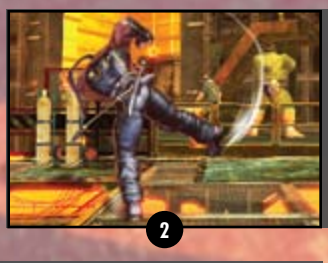

2

Stormbringer: Stormbringer is a two-fold attack that starts with a spinning hop kick that moves into a spin kick on the ground. Stormbringer is airborne on frame 7, so it can be used as a way to counter-poke against low attacks. The second hit of this attack will combo if the initial attack connects, but it does not act as a true blockstring if the first kick is blocked. Therefore, Stormbringer can be used as a frame trap when mixing between performing or omitting the second hit. Opponents attempting to punish the first hit on block can be interrupted by the second as a Counter Hit, which causes a stagger on standing opponents that can be followed by a dash into a combo. Both attacks are difficult to punish on block and can be used with st LP and Skull Smasher for offensive pressure.

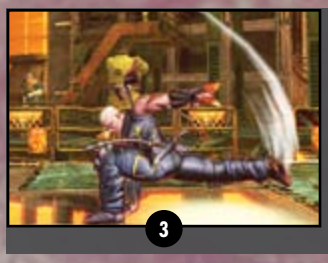
Skull Smasher Strings — ← + MK ▸ LK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	← + MK	High	50	6	4	19	+2	-8	—	Input LK between frames 1-10 for follow-up attack
2	Skull Smasher	← + MK ▸ LK	High	70	12	2	17	+2	-4	SM, EX, SA, CA	—
3	Skull Smasher Feint	← + MK ▸ MK	Mid	50	21	3	24	Ground bounce	-5	—	—
4	Skull Smasher Feint Low	← + MK ▸ HK	Low	110	29	6	16	Hard knockdown	-4	—	—

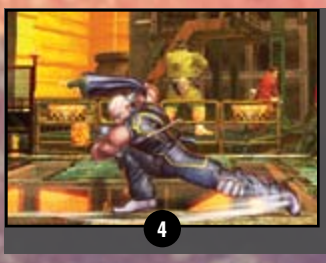

1


2

Skull Smasher: Skull Smasher is a two-fold attack that starts with a knee then continues into a kick. It starts up in 6 frames and is Special Move cancelable, making it usable as a link after st LP to hit-confirm. It can be used in blockstrings as well, but it is -4 on block and can still be punished if the opponent is fast enough. Skull Smasher can be mixed with Skull Smasher Feint and Skull Smasher Feint Low to check an opponent's high and low guard respectively, since all three attacks look similar.


3

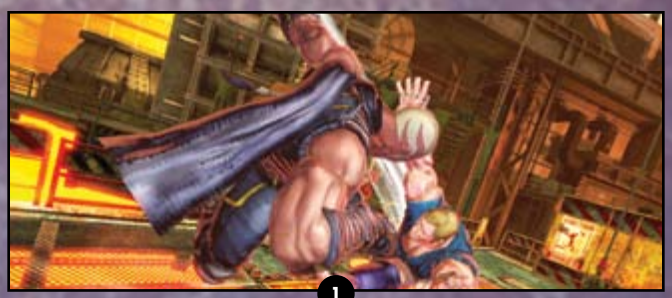
Skull Smasher Feint: Raven fakes Skull Smasher and instead performs a delayed axe kick that causes a ground bounce, which leads to **combo IV**. Since it is an overhead, this attack can be used to open up overly defensive opponents. Skull Smasher Feint will not combo after the knee and can be interrupted on startup as well as punished on block. So, this attack is best used in moderation with Skull Smasher and Skull Smasher Feint Low.

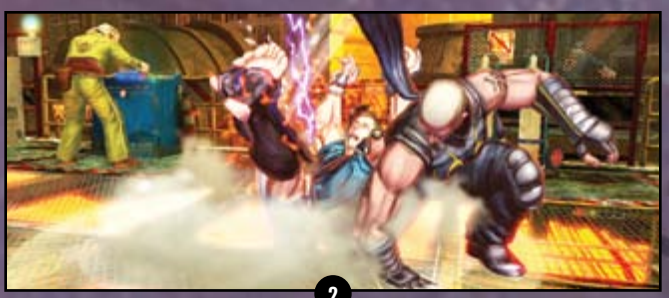

4

Skull Smasher Feint Low: Raven fakes Skull Smasher and performs a low sweep instead. This attack won't normally combo and acts as a mix-up to Skull Smasher and Skull Smasher Feint, which both look similar. Use Skull Smasher Feint Low after you have conditioned your opponent to block by using Skull Smasher and Skull Smasher Feint.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Orbiting Moon	→ or N + LP LK	Throw	120	7	2	20	Hard knockdown
2	Dark Matter	← + LP LK	Throw	120	7	2	20	Hard knockdown


1


2

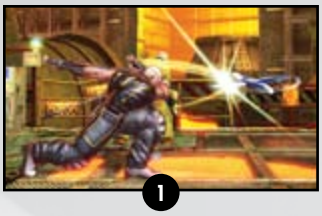
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Crossed Ninja Stars	↓↙→ + LP	High	60	22	—	21	+10	+7	—	Projectile has 1 point of durability, knockdown on airborne foes
	MP Crossed Ninja Stars	↓↙→ + MP	High	60	18	—	27	+4	+1	—	Projectile has 1 point of durability, knockdown on airborne foes
	HP Crossed Ninja Stars	↓↙→ + HP	High	60	15	—	31	0	-3	—	Projectile has 1 point of durability, knockdown on airborne foes
	EX Crossed Ninja Stars	↓↙→ + P P	High	100	16	—	23	Floats	+8	—	Projectile has 2 points of durability
	Air Crossed Ninja Stars	(in air) ↓↙→ + P	High	60	14	—	Until grounded, 4 frames landing	+22	+19	—	Projectile has 1 point of durability, knocks down airborne foes
	EX Air Crossed Ninja Stars	(in air) ↓↙→ + P P	High	60	15	—	Until grounded, 4 frames landing	Knockdown	+27	—	Projectile has 2 points of durability
2	Haze	→↓↙ or ←↓↗ + P P P or K K K	—	—	—	—	38	—	—	—	Invulnerable frames 1-30
3	LK Alter Ego	↓↙→ + LK	Low	130	21	10	24	Knockdown	-10	—	—
4	MK Alter Ego	↓↙→ + MK	Mid	120	27	6	30	Knockdown	-14	—	Lower body projectile invulnerability frames 27-34
5	HK Alter Ego	↓↙→ + HK	High	100, 50	20	8	26	Knockdown	-12	—	—
	EX Alter Ego (LK version)	↓↙→ + LK MK	Low	110	18	10	23	Knockdown	-11	—	Projectile invulnerability frames 1-26
	EX Alter Ego (MK version)	↓↙→ + LK HK	Mid	90	24	6	29	Knockdown	-13	—	Full body invulnerability 1-23, projectile invulnerability on attacking leg frames 24-31, airborne frames 12-31
	EX Alter Ego (HK version)	↓↙→ + MK HK	High	50 x 2	21	8	30	Wall bounce	-16	—	—
6	Wind Cross	↓↗← + P	High	30 x 4	17	6	34	Floats	-11	—	Can be Super Charged: 51 frames for EX version, 100 frames for Super Art, projectile invulnerability frames 11-18
7	Wind Cross 2nd Hit	(on Wind Cross hit or block) P	High	150	17	2	53	Knockdown	-38	—	Input P within 14 frames of Wind Cross hit or block for attack
	EX Wind Cross	↓↗← + P P	High	50, 50	8	6	34	Knockdown	-14	—	Can be Super Charged: 51 frames for Super Art
8	EX Wind Cross 2nd Hit	(on EX Wind Cross hit or block) P	High	200	12	2	59	Knockdown	-43	—	Input P within 9 frames of EX Wind Cross hit or block for attack

Crossed Ninja Stars: Raven throws a shuriken at varying speeds depending on the attack strength used. HK Crossed Ninja Stars starts up quickly and travels the fastest. MP Crossed Ninja Stars releases slower and travels slightly slower as well. LK Crossed Ninja Stars starts up the slowest but also travels the slowest, staying on the screen longer than the other two. EX Crossed Ninja Stars is twice as durable and causes a float on hit, which can be followed with a juggle.



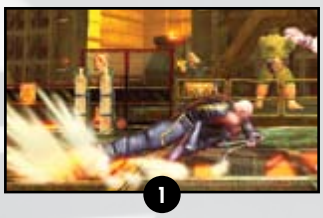
Crossed Ninja Stars compliments Raven's strong close range game by making him a threat at long range as well. This attacks can be used to force action out of an opponent from long range. LP Crossed Ninja Stars is slow enough to still be on the screen while Raven recovers, allowing you to react to your opponent's method for dealing with the projectile. LP and EX Crossed Ninja Stars also act as a means to cover Haze's recovery. A sequence of ↓↙→ + LP, →↓↙ + P P P can be used as a way to immediately close the distance between you and your opponent. It also acts as a cross-up that can be followed by **combo I** if the teleport is performed as quickly as possible.

Crossed Ninja Stars can also be performed while airborne. If it is thrown out while descending from a jump right before the landing, the recovery time on the projectile is reduced because Raven recovers 4 frames after landing. This allows Raven to move freely while the projectile is still in play. Performing aerial Crossed Ninja Stars as low to the ground as possible puts a shuriken at the same height as Sagat's Tiger Shot, which is crouchable. In addition, Crossed Ninja Stars can be performed with a "Tiger Knee" motion of ↓↙→↗ and ↓↙→↘, which gives Raven forward or backward aerial momentum while recovering from Crossed Ninja Stars. ↓↙→↗ + LP can be used as a way to approach, with the projectile serving as a shield while you gain ground on the opponent. ↓↙→↘ can be used as a way to retreat while simultaneously creating a hindrance for opponents trying to give chase.

IF I AM LATE IN COMPLETING MY MISSION, SO HOW ABOUT YOU JUST

Super Art

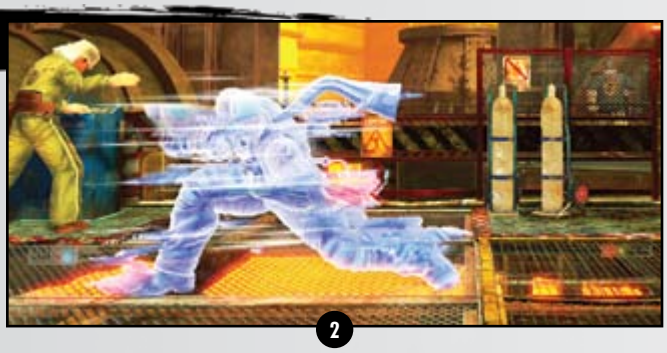
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Doppelganger	↓↗← + P P P	High	30, 10 x 10, 30 x 2, 40, 100	7	6	26	Hard knockdown	-8
Notes									
55 frame cinematic freeze before attack begins, full body invulnerability frames 1-8									



Doppelganger: Raven performs a powered-up version of Wind Cross that is invulnerable on startup, transitioning into a cinematic series of slices if it connects. Although Doppleganger works on both grounded and juggled opponents, it must connect on the first 2 active frames to transition into the cinematic. Connecting with the last 4 frames results only in a knockdown and 150 damage.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



2

Haze: Haze is a teleport that is vulnerable only as Raven reappears. ⇨⇩⇘ + P P P causes Raven to teleport behind his opponent, but it will not cross-up a cornered opponent. ⇨⇩⇘ + K K K makes Raven reappear right in front of the opponent at close range. These teleports can be useful for getting into close range immediately, but they are risky to use without Crossed Ninja Stars for cover. ⇦⇩⇗ + P P P makes Raven appear at the edge of the screen behind him. Caution must be used when executing this version because the input is similar to that of his Super Art. ⇦⇩⇗ + K K K makes Raven teleport backward about two character lengths. These teleports are useful for retreating to a safer position and to reset the pace of the match. This move looks similar to Alter Ego and can confuse your opponent if used during blockstrings where you would normally cancel to Alter Ego. All teleports are punishable when Raven appears and are best if they are not used too often.



3



4



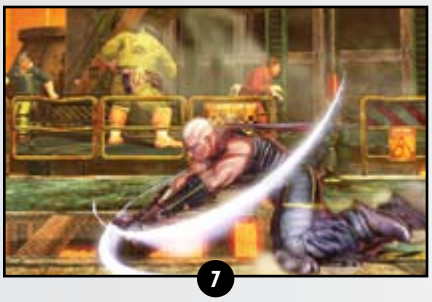
5

Alter Ego: Raven performs a kick attack with a distorted clone of himself. All normal and EX versions of Alter Ego behave differently depending on the attack strength of the button or buttons used. LK Alter Ego is a low-hitting slide attack that can be used in tandem with MK Alter Ego as a mix-up during blockstrings and in juggles when canceled from cl. HP . It can also be used as a long range poke and is safe if blocked at the maximum range possible, but is otherwise punishable. MK Alter Ego is an overhead attack that compliments LK Alter Ego. It can be used to check an opponent's high guard and can also be used in juggles when canceled from cr. HP . HK Alter Ego performs two attacks simultaneously and starts up fast enough to be used in ground combos. Both MK and HK Alter Ego are unsafe if blocked.

EX Alter Ego is performed with different button combinations to produce varying effects. Using LK MK performs a slide attack similar to LK Alter Ego, but it has full body projectile invulnerability on startup. While active, it can be used to deal with projectiles at mid screen. It is also safe on block if it is blocked at the maximum range possible. Using LK HK performs an overhead attack similar to MK Alter Ego, but it is invincible on startup and has lower body projectile invulnerability while active. It can be used as a reversal to interrupt an opponent's offense, but it takes 24 frames to start. Using MK HK performs two simultaneous attacks similar to HK Alter Ego but produces a wall bounce on hit. All versions of EX Alter Ego are unsafe if blocked.



6



7



8

Wind Cross: Raven performs a dashing attack that passes through an opposing character. It can be canceled into a second attack on block or hit, which causes a knockdown that forces an opponent to wakeup within point-blank range of Raven. However, the damage potential of Wind Cross is seen by limiting it to the first attack only, which causes a float and puts you in the perfect range to juggle afterward with normal moves. Wind Cross is used in Raven's main bread and butter combo, and it is also used frequently in Super Charge dash canceling cr. HP for pressure and combos. It also has a window of projectile invulnerability, making it usable at mid range for punishing projectiles. Both hits of Wind Cross are punishable if blocked.

EX Wind Cross is invulnerable on startup and can be used as a reversal to interrupt an opponent's offense. It can be canceled on contact into a second attack where Raven performs a rising slice attack for extra damage. Both attacks are unsafe if blocked.

I WON'T BE ABLE TO TAKE TIME OFF. STAY DOWN FOR NOW?

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇩⇘⇨ + MP MK	High	20, 5 x 8, 20 x 2	7	2	45	—	-30
Notes								
64 frame cinematic freeze before attack begins, full body invulnerability frames 1-9								



1

Raven performs a quick elbow attack that is invulnerable on startup. It can be used defensively as a reversal or in combos and juggles. Raven is left vulnerable if this attack is blocked.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

OVERVIEW



Aerial Crossed Ninja Stars can be performed at a low enough altitude to connect on standing opponents.



Cross-up attempts can be stuffed with an early cl.HK.

Raven is a threat at any position on the screen. From maximum distance, you can use his Crossed Ninja Stars to force opponents to make a move, or use ⇨⇩⇘ + PPP (Haze) to get into close range at a moment's notice. Opponents attempting to fight back with projectiles are easily countered with Haze or EX Crossed Ninja Stars to Haze (**combo III**). Raven's quick dash makes it easy to cover ground from a distance, with his dash covering more space in a faster amount of time than many other characters in the game. You can perform LP Crossed Ninja Stars with a Tiger Knee motion to approach as well. Raven retains the forward momentum of the jump upon recovery, so the projectile is used as a shield while you gain ground on your opponent, similar to the way Guile uses LP Sonic Boom to approach. At mid range, LK Alter Ego can be used as a poke and is safe if blocked at the maximum range possible. Projectiles can be countered on reaction with EX Alter Ego (LK MK or LK HK) or with either ⇨⇩⇘ version of Haze. As you get closer, you can use cr.MK ▷ ⇨⇩⇘ + HP as a safe poke.

At close range, st.LP is Raven's best poke. It starts up in only 3 frames, produces 8 frames of advantage on hit, and cannot be crouched under normally, making it great for confirming hits into combos. In addition, it doesn't extend Raven's hurtbox while active. Raven's extended arm is invulnerable throughout the attack, giving it high priority at close range. St.LP can be linked into itself or other attacks such as cr.MK, cr.HP, or⇦ + MK to confirm into **combo I**, **II**, or **VI**. If st.LP is blocked, you can link to cr.MK ▷ ⇩⇘⇨ + HP for safe pressure. You can also go into⇦ + MK, which you can end early at Skull Smasher or go for a mix-up by using Skull Smasher Feint or Skull Smasher Feint Low. Blockstrings can also be canceled into LK or MK Alter Ego to check low and high guard respectively or into Haze to reposition or cross up. Alter Ego and Haze look similar and can be used in blockstrings to confuse opponents. Condition your opponent by ending blockstrings into⇦ ⇩⇙ + PPP (or KKK), then mix it up by instead ending with LK or MK Alter Ego. This gimmick is unsafe if blocked, however, so it is best used sparingly. You can utilize ⇨ + MK ▷ MK (Stormbringer) against opponents attempting to counter-poke with low attacks. The first hit of Stormbringer is difficult to punish on block, and you can perform the second hit in an attempt to score a Counter Hit against an opponent when trying to punish it. Even though cr.HP ▷ ⇩⇙⇦ + P (charge) ▷ ⇨⇨ is central to Raven's juggles, it can also be used as a way to get at point-blank range after a blocked cr.HP. After st.LP is blocked, link to cr.HP and perform a Super Charge dash cancel from Wind Cross to get back into range to poke with st.LP again. If cr.HP connects, you can confirm into the juggling portion of **combo II**. This tactic is unsafe if blocked, but it is also difficult for opponents to react to, so it is best used in moderation.

Raven has a few useful defensive attacks, although none of them are spectacular. EX Wind Cross is Raven's fastest invulnerable reversal besides his Super Art or Cross Art. It does a sizable amount of damage if performed in its entirety but is unsafe on block and needs 8 frames to start. EX Alter Ego performed with LK MK is also invulnerable on startup and sacrifices speed for a mid hit level. At close range, counter-poking with st.LP is best due to its lightning-fast startup. St.MK is your most reliable attack for anti-air because Raven's upper body becomes strike invulnerable on startup, often leading to a Counter Hit if timed correctly (see **combo V**). Cr.MP also works as anti-air if positioning is correct, and it can always be buffered into LK Alter Ego in case it connects as a Counter Hit. Opponents attempting cross-ups during blockstrings can be interrupted with cl.HK timed early, since Raven kicks straight up during the attack. Haze can also be used defensively because of its invulnerability on startup. You can use⇦ ⇩⇙ + PPP to escape from a poorly timed blockstring or bad situation (such as waking up into a cross-up attempt), and ⇨⇩⇘ + PPP can be used to avoid incoming attacks while still being in range to punish a foe's recovery. Raven is vulnerable after reappearing, however, allowing opponents to punish with option selects or by anticipating the maneuver.

On an opponent's wakeup, you can perform J.MK as an ambiguous cross-up, which leads to **combo I**, **II**, or **VI**. An opponent's wakeup is also one of the few times where cr.LP outshines st.LP since it is active for 1 frame longer than st.LP, making it usable as a quick meaty attack. You can also perform teleport tricks on wakeup with ⇨⇩⇘ + PPP followed with st.LP immediately, which is fast enough to catch opponents off guard if they aren't expecting it. This can be interrupted with a reversal or quick attack, however, so this tactic is best used sparingly. Because Raven's offensive pressure is so effective, your safest bet on wakeup is starting with st.LP, cr.LK, or cr.LP at point-blank range.

Combo Appendix

Sequence	Notes
St.LP ▷ st.MP ▷ cl.HP ▷ ⇨⇩⇘ + KK, cr.HP ▷ ⇩⇙⇦ + P (charge) ▷ ⇨⇨, cl.HP ▷ ⇩⇘⇨ + LK	—
J.HK, cr.HP ▷ ⇩⇙⇦ + P (charge) ▷ ⇨⇨, cl.HP ▷ ⇩⇘⇨ + LK	Requires airborne foe
J.MK, cl.MP ▷ cr.HP	Trial 8
Cr.LP, cr.MP ▷ ⇩⇘⇨ + HK	Trial 9
J.HP, cl.HP ▷ ⇩⇘⇨ + LK	Trial 10
St.LP, cr.LP ▷ st.MP ▷ cr.HK	Trial 11
⇦ + MK ▷ LK ▷ ⇩⇙⇦ + P ▷ P	Trial 12
J.HK, cr.HP ▷ ⇩⇘⇨ + MK	Trial 13
J.MP, st.LP ▷ st.MP ▷ st.HP ▷ ⇩⇙⇦ + PP	Trial 14
St.LK ▷ st.MK ▷ st.HP ▷ ⇩⇘⇨ + PP,⇦ + MK ▷ HK	Trial 15; requires corner
Cr.HP ▷ ⇩⇙⇦ + P, ⇩⇙⇦ + PPP	Trial 16; charge ⇩⇙⇦ + P
Cr.HP ▷ ⇩⇘⇨ + LP, st.MP ▷ ⇩⇘⇨ + PP, ⇩⇘⇨ + PP, J.HK, cr.MP ▷ ⇩⇘⇨ + P	Trial 17; requires corner
(in air) ⇩⇘⇨ + P, st.LK ▷ st.MP ▷ st.HP ▷ ⇩⇘⇨ + PP, st.MK, cr.HK	Trial 18; walk forward after ⇩⇘⇨ + PP
J.HP, cr.HP ▷ ⇩⇙⇦ + P ▷ ⇨⇨, cr.MP ▷ ⇩⇙⇦ + KKK	Trial 19; charge ⇩⇙⇦ + P
Cr.LK, st.LP, cr.LP, cr.HP, cr.MK ▷ ⇩⇘⇨ + LP, cr.LP ▷ ⇩⇙⇦ + PPP	Trial 20, requires corner

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. St.LP, st.LP, cr.MK ▷ ↓↘→ + P, cr.LP, cr.HP ▷ ↓↘→ + P (charge) ▷ →→, cl.HP ▷ ↓↙← + LK

330 damage

This is a bread and butter combo that is verified with a link of st.LP, st.LP, cr.MK. St.LP is central to Raven's offense and should be used liberally at close range to confirm into this combo. Although linking st.LP, st.LP together can be done slowly, it is best to use the same timing as linking st.LP to st.MK so that the sequence can be done rhythmically. Linking to cr.MK can be made easier by using a plink of LP MK, so the link input ends up being st.LP, st.LP, cr.MK~LP. You then cancel cr.MK to ↓↘→ + P, which positions the opponent directly in front of you to juggle with cr.LP, cr.HP.

The focal point of the combo is Super Charge dash canceling cr.HP, which is instrumental to Raven's high-damage combos. Cr.HP knocks opponents into a float state and is Special Move cancelable. It recovers too slowly to be followed with any juggles normally, but it can be canceled into LK Crossed Ninja Stars, delayed Wind Cross, or MK Alter Ego to juggle. However, canceling into a Super Charged Wind Cross and dashing out of the Super Charge not only cuts the recovery of cr.HP, but also puts you in position to juggle with most normal attacks—even back into cr.HP! Super Charge dash canceling cr.HP is done with cr.HP ▷ ↓↘→ + P (charge) ▷ →→. This should be completed in one quick, smooth sequence where Wind Cross isn't even noticeable. It should look like Raven is canceling cr.HP with a dash. Treating this sequence as one motion will help execute it. Canceling a Super Charge can be done immediately, so your controller input should be ↓↘→ →→ with no delay at all between ↓↘→ and →→. The only adjustment needed for the button press is to hold P for Wind Cross instead of just pressing it. In addition, it can be useful to use an attack strength that is different than HP so that you don't have to deal with a rapid fire HP input. If done successfully, Raven will dash up right next to the opponent while they are in descent, leaving them in perfect position to be juggled with normal moves such as st.LP, cl.HP, cr.MK, cr.MP, or cr.HP. Charge canceling cr.HP is a technique used in most of Raven's combos and should be mastered if you are committed to playing him.

As for the rest of the combo, dashing after cr.HP puts you in position to juggle with cl.HP ▷ ↓↙← + LK. If cr.HP is canceled to a dash as fast as possible, Raven crosses up the opponent as they reach the apex of the float, then ends up on the same side again as the float moves the opponent forward slightly. Pressing HP too early after the dash causes cl.HP to be performed during this short cross-up window, making it go the wrong direction and whiff. Therefore, cl.HP must be performed as late as possible, after the opponent has floated back to their original side.

The initial hit-confirm link can be modified in several ways. A more damaging hit-confirm can be used by doing st.LP, ← MK ▷ LK (Skull Smasher), which is also cancelable into Wind Cross. This gives you less time to verify the hit, however, and both hits of Skull Smasher are unsafe on block. Starting the combo with st.LP into Skull Smasher brings the combo's damage total to 358, and it also allows you to mix with Skull Smasher Feint and Skull Smasher Feint Low on block. Using an easier to confirm link of st.LP, st.LP, ← + MK ▷ LK brings the combo's damage total to 325. The initial link can also be shorted to st.LP, cr.MK. Cr.MK as a link is useful because it will link after st.LP even if st.LP connects at the maximum range possible, something not true of Skull Smasher. At point-blank range, you can also use st.LP, cl.HP to start the combo. Also note that any combo ending in ↓↙← + LK can also be ended with ↓↘→ + P P P so long as cl.HP is performed with the opponent as low to the ground as possible. This combo ending in ↓↘→ + P P P deals 432 damage, 2 blocks required.

II. St.LP, st.LP, cr.HP ▷ ↓↘→ + P (charge) ▷ →→, cr.HP ▷ ↓↘→ + P (charge) ▷ →→, cr.HP ▷ ↓↘→ + P (charge) ▷ →→, cl.HP ▷ ↓↙← + LK

346 damage

This combo deals a bit more damage than **combo I** but also demands a higher level of execution to perform. St.LP can be linked to cr.HP, which can then be juggled into itself several times via Super Charge dash canceling. Linking st.LP to cr.HP is a tight link, so you may consider using plinking to alleviate the timing on it (e.g. st.LP, cr.HP~LP). A technique to link cr.HP ▷ ↓↘→ + P (charge) ▷ →→ multiple times is to delay cr.HP slightly so that the window in which you and your opponent's side is switched has passed, ensuring that you are facing the proper direction upon performing cr.HP. As with most loops, your goal is to have the timing on it embedded into your muscle memory, which can be improved in training mode. Set the dummy with Block All turned on and repeatedly perform blockstrings of only cr.HP ▷ ↓↘→ + P (charge) ▷ →→ from one side of the screen to the other repeatedly. Once you get a feel for the sequence, turn Block All off and practice only linking cr.HP into itself. Once you are confident in that, you can add the initial link to the combo and practice it in its entirety. Using this training regimen will help make cr.HP Super Charge dash cancel second nature while playing, and you can begin applying it in combos with confidence. Note that this combo can also be started during the crumple of a Counter Hit st.MP. During the crumple, omit the initial link and go straight into cr.HP.

III. ↓↙← + P P, →↓↘ + K K K, cr.HP ▷ ↓↘→ + P (charge) ▷ →→, cr.HP ▷ ↓↘→ + P (charge) ▷ →→, cl.HP ↓↙← + LK

403 damage, 1 block and long range required

↓↙← + P P causes a float on hit, which can be capitalized on at long range by teleporting in with →↓↘ + P P P or K K K. You can then catch with cr.HP right before the opponent lands, then follow with a loop of Super Charged dash canceled cr.HP and finally juggle with cl.HP ▷ ↓↙← + LK.

IV. (← + MK ▷) MK, cr.HP ▷ ↓↘→ + P (charge) ▷ →→, cr.HP ▷ ↓↘→ + P (charge) ▷ →→, cl.HP ▷ ↓↙← + LK

353 damage

This combo utilizes the ground bounce produced by ← + MK ▷ MK. These two kicks don't combo, so the combo actually starts at MK (Skull Smasher Feint). You have plenty of time for the initial cr.HP juggle after the ground bounce, so you can just focus on executing the following cr.HP Super Charge cancel loop into cl.HP ▷ ↓↙← + LK finisher.

V. St.MK, cr.HP ▷ ↓↘→ + P (charge) ▷ →→, cl.HP ▷ ↓↙← + LK

328 damage, requires Counter Hit against airborne foe

St.MK can be used as anti-air if performed early and often results in a Counter Hit. It is possible to transition into a juggle combo on reaction, using the in-game Counter Hit signal to confirm. After connecting with st.MK, walk forward for a moment to ensure you are within cr.HP range, then perform cr.HP ▷ ↓↘→ + P (charge) ▷ →→, cl.HP ▷ ↓↙← + LK to finish. If you find trouble in catching with cr.HP after the Counter Hit, you can perform an easier juggle of (walk forward) st.LP, cr.HP ▷ ↓↙← + MK (261 damage).

VI. St.LP, cl.HP ▷ ↓↙← + LP, ← + MK ▷ LK ▷ ↓↙← + P P, cr.HP ▷ ↓↘→ + P (charge) ▷ →→, cl.MP, cl.HP ▷ ↓↙← + LK

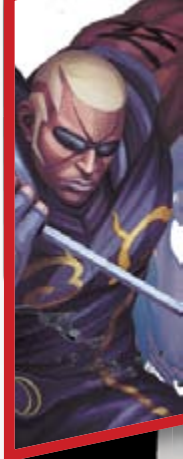
380 damage, requires corner

This combo starts with a link of st.LP, cl.HP because cl.HP must be used for ↓↙← + LP to combo. In the corner, ↓↙← + LP can be linked into several different normal moves such as cr.MK and cr.HP) as well as ← + MK ▷ LK. Use cr.MK to link after the projectile hits, then cancel into ↓↙← + P P, which puts the opponent into a float state. At this point, enough distance has been created between you and your opponent to cause cr.HP to whiff. To solve this problem, walk forward after ↓↙← + P P to get into range of cr.HP, then hit with it as your opponent descends. This is then Super Charge dash canceled into a juggle of cl.MP, cl.HP ▷ ↓↙← + LK.

VII. (After Tag or Switch Cancel) Cl.MP, cr.HP ▷ ↓↘→ + P (charge) ▷ →→, cr.HP ▷ ↓↘→ + P (charge) ▷ →→, cl.HP ▷ ↓↙← + LK

Damage varies based on scaling

This combo can be used after a partner's Launcher or Switch Cancel. Raven's cr.HP Super Charge dash cancel loop can be used to lend big damage to a partner's Boost Combo, with a typical Boost Rush into this juggle doing 313 damage. Tags can also be followed with three loops of cr.MP Super Charge dash canceling before ending with cl.HP ▷ ↓↙← + LK. But this is even more difficult when starting from a tag or Switch Cancel.





©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Steve

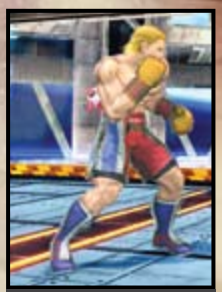
Stinging Hook

A cool, handsome boxer who is currently the reigning middleweight champion of the world. He is a serious and strong-hearted character who hates when others meddle in his matches. His match against Hwoarang was stopped as the Mishima Zaibatsu and Shadaloo reduced the tournament grounds to a wasteland with their fighting. Steve decides to team up with Hwoarang to get revenge on both companies for interfering with their fight.

Win comment 1: Whew, what a great match! That was fun.

Win comment 2: If you wanna have a chance against me, you're gonna have to eat lightning and crap thunder!

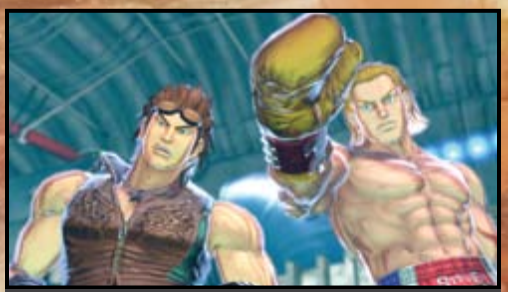
Win comment 3: You looked like you were standing still.



Color 1



Color 2



Young & Talented



Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



YOU LOOKED LIKE YOU WERE STANDING STILL.

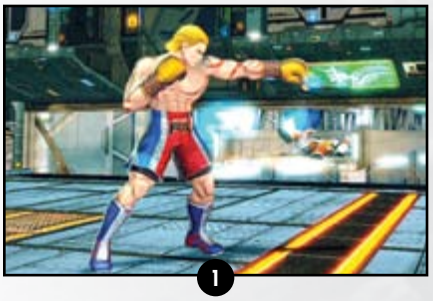


DATA ARSENAL

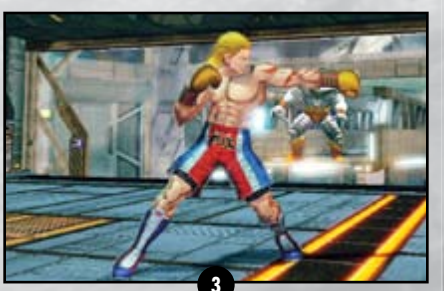
Vitality	1000
Forward Dash Duration	17 frames
Backdash Duration	8 frame invulnerability, 10 frames airborne, 3 frames grounded (21 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	35 frames (35 frames)
Diagonal Jump (and High Jump) Duration	35 frames (35 frames)

Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	6	2	5	+10	+6	SM, EX, SA, CA, Quick Spin	—
2	Standing MP	High	60	7	3	9	+9	+6	SM, EX, SA, CA, Quick Spin	—
3	Standing HP	High	90	9	3	17	+5	0	—	Forces standing on hit

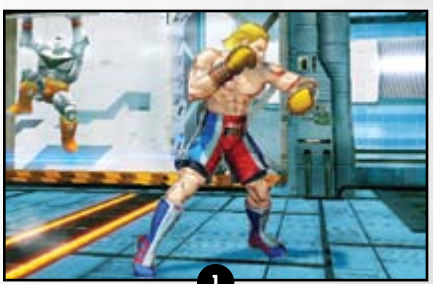

1

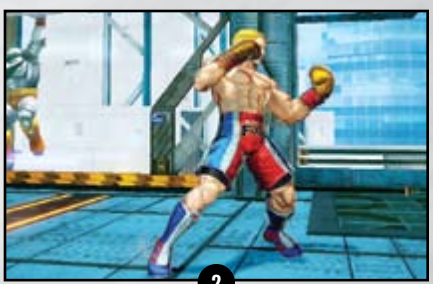

2

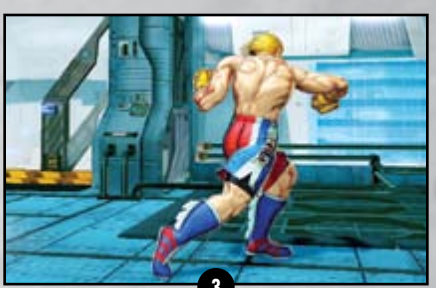

3

Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	4	2	8	+7	+3	SM, EX, SA, CA, Quick Spin	—
2	Close standing MP	High	60	6	4	10	+9	+4	SM, EX, SA, CA, Quick Spin	+30 on crouching Counter Hit
3	Close standing HP	High	90	5	2	18	+5	0	SM, EX, SA, CA	Forces standing


1


2


3



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

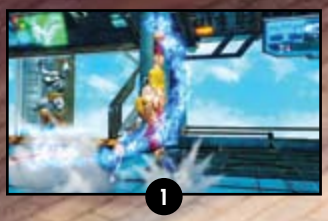
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	2	10	+5	+1	SM, EX, SA, CA, Quick Spin	—
2	Crouching MP	High	60	7	2	10	+9	+5	SM, EX, SA, CA, Quick Spin	—
3	Crouching HP	High	90	7	5	22	-1	-7	SM, EX, SA, CA	Forces standing on hit
4	Crouching LK	Low	30	5	2	10	+5	+1	SM, EX, SA, CA, Quick Spin	—
5	Crouching MK	High	60	8	2	19	0	-4	SM, EX, SA, CA, Quick Spin	—
6	Crouching HK	Low	90	11	2	26	Hard knockdown	-8	—	—



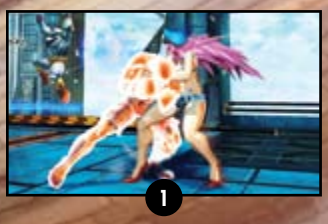
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	120	8	2	26	Hard knockdown	-9
Notes								
Similar to Shoulder Rush, full body invulnerability frames 1-9								



Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	6	2	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Jumping MP	Mid	70	6	3	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Jumping HP	Mid	100	6	5	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Jumping LK	Mid	40	8	4	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Jumping MK	Mid	70	7	2	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Jumping HK	Mid	100	8	2	Until grounded, then 4 frames recovery	+20	+8	—	—

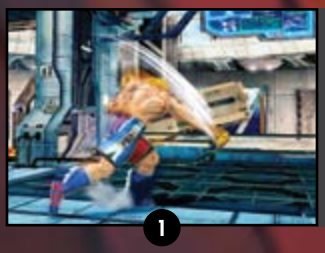


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Unique Attacks

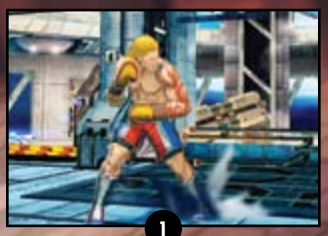
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Chopping Straight	↘ + MP	Mid	80	17	2	15	+2	-3	—	Quick recoverable ground bounce on crouching Counter Hit



Chopping Straight: This is a quick-hitting mid attack with decent reach that can open up any crouch-blocking opponent. Chopping Straight is Steve's only ground-based mid and the only way, except for a throw, to open up a crouch-blocking opponent. Unfortunately, hitting with Chopping Straight isn't that valuable—it's only +2 on hit, meaning you won't get a follow-up combo. And while it ground bounces on crouching Counter Hit, your opponent can Quick Recover during it, giving them a chance to avoid follow-up damage completely. Since Chopping Straight is unsafe on block, you should use it sparingly and save it for a K.O. situation, Cross Assault, or when your opponent is sure to fall for it.

Foot Stomp—↙ + LK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Foot Stomp	↙ + LK	Low	50	15	2	20	-5	-7	—	—
2	Foot Stomp Right Hook	(when Foot Stomp hits or is blocked) MP / HP	High	60	6	2	21	Knockdown	-4	—	Juggle setup



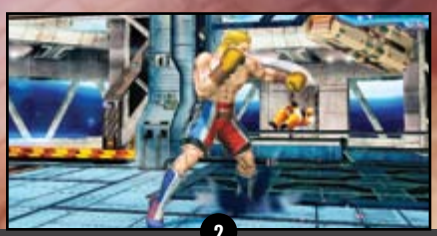


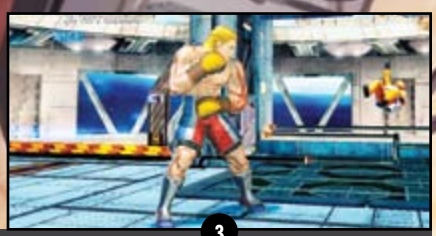
Foot Stomp, Foot Stomp Right Hook: During this standing low attack, Steve stomps on his opponent's foot and then has the chance to follow it with a quick hook that sends the opponent flying. As a low attack, Foot Stomp is slow—at 15 frames start-up, it's one of the slowest low normal moves in the game. It's also unsafe on hit and block and has very little range, which limits its usefulness. You can juggle after Foot Stomp Right Hook in the corner, but any time you choose to use it is a complete risk. It's best to use this move sparingly.

Ducking Body—→ + MP or HP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Ducking Body	→ + MP / HP	High	60	16	2	15	+4	0	—	Slip (+25) on crouching counter hit
2	Ducking Hook	(during Ducking Body) LP	High	40	8	2	15	0	-2	—	—
3	Flicker	(during Ducking Hook) ←	—	—	1	—	—	—	—	—	Causes Steve to enter Flicker Stance, cancellable to Flicker Jab on frame 1







Ducking Body, Ducking Hook, Flicker: This series directs Steve to attack his opponent while moving forward. As a poke, it's best to use only Ducking Body and not finish the rest of the chain—if Ducking Body Counter Hits, Steve is at +25 advantage, which is enough time to walk forward and score a hit with crouching HP ! Ducking Hook doesn't take juggle potential away when used in a combo, allowing you to extend combos and dish out more damage. You can cancel Ducking Hook into Flicker stance, but it has limited use outside of very specific combos because Flicker attacks are unsafe even on hit.

British Edge—→ + LP ▷ MP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	→ + LP	High	30	8	2	9	+6	+4	—	Input MP between frames 1-12 for follow-up attack
2	British Edge	→ + LP ▷ MP	High	60	9	3	9	+5	+5	—	Slip (+29) on crouching Counter Hit





British Edge: British Edge is a quick one-two combo that starts off a modified version of his standing LP . The British Edge version of standing LP prompts Steve to step forward when jabbing, giving the attack extra range. The frame advantage after the attack is less than after a standard LP , which somewhat negates its effectiveness. The second hit of standing MP isn't cancellable, but it is +9 on hit. This is enough time to link a crouching MP afterwards. If the second hit is a crouching Counter Hit, it will leave Steve at +29 frame advantage, which gives you enough time to walk up and hit your opponent with a crouching HP !

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

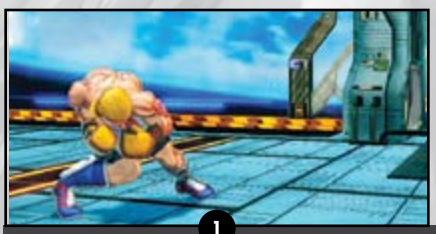
From the Library of Chris Miller

Weaving and Quick Spin Moves—LK / MK / HK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Weaving A	LK	—	—	—	—	23	—	—	Weaving B, Quick Spin	Upper body invulnerability frames 1-20
2	Weaving B	MK	—	—	—	—	26	—	—	Weaving A, Quick Spin	Upper body invulnerability frames 1-18
3	Shoulder Rush	(during Weaving B) LP	High	50	8	2	26	-2	-8	—	Forces standing on hit
4	Uppercut	(during Shoulder Rush) HP	High	70	9	4	27	Floats	-11	—	—
5	Quick Spin	HK	—	—	—	—	25	—	—	—	Upper body invulnerability frames 1-19
6	Spin Gut Punch	(during Quick Spin) MP / HP	High	100	9	2	18	Knockdown	0	—	Floats, crumples on standing Counter Hit, wall bounces on crouching Counter Hit
7	Spin Low hook	(during Quick Spin) ↓ + MP / HP	Low	90	9	2	27	Hard knockdown	-9	—	—


1

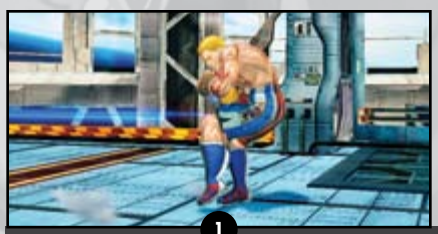
Weaving A: In place of kick attacks, pressing a kick button while standing causes Steve to bob and weave in place, avoiding most standing and crouching highs! Steve is upper-body invulnerable for 18 frames, allowing this attack to function as a *Street Fighter III*-style parry. While this move will avoid many attacks, Steve is vulnerable to any attack aimed at his knees or lower, as well as any throw, making this attack difficult to use against characters that rely on low attacks as pokes. Steve can cancel Weaving into the other version—A into B or B into A—giving Steve the ability to sit and weave in place, avoiding any high attacks or projectiles. Pressing a standing punch button during Weaving A will cause Steve to immediately perform the attack when he emerges from Weaving, allowing you to instantly counter attack. Weaving A can also be cancelled into Quick Spin, allowing Steve to avoid projectiles while closing the distance to his opponent.


1


2


3

Weaving B, Shoulder Rush, Uppercut: Weaving B functions similarly to Weaving A, except Weaving B can be canceled directly into the Shoulder Rush attack. Shoulder Rush can then be cancelled into Uppercut, which floats your opponent into the air, giving you the chance to easily land a juggle combo after a dodge. In most circumstances, it's better to use Weaving A and a standard attack instead, since Shoulder Rush and Uppercut are both very unsafe on block, and a combo starting with standing HP will do considerably more damage. If you must use Weaving, use Weaving A. If you find yourself canceling Weaving A into Weaving B, you'll have no choice but to use Shoulder Rush to hit your opponent.


1

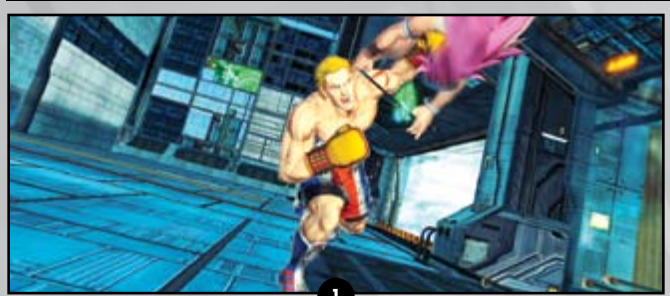

2

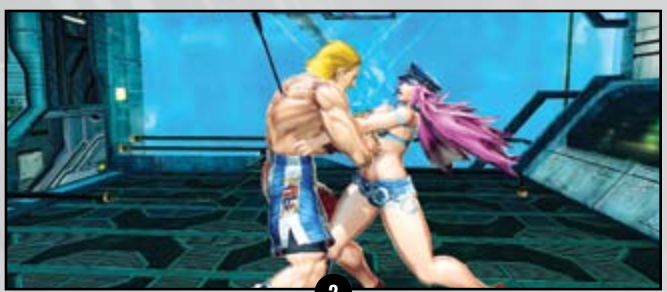

3

Quick Spin, Spin Gut Punch, Spin Low Hook: This spinning attack replaces Steve's standing HK and causes him to spin towards his opponent, avoiding most standing and crouching high attacks. This dodge also cannot avoid most low attacks, limiting its usefulness as a tool to close the distance against characters with strong low pokes like Ryu and Akuma. Quick Spin is best used to avoid projectiles while preparing a counter attack using the Spin Gut Punch or Low Hook follow-ups. Spin Gut Punch is a high attack that is even on block and knocks the opponent down, allowing for a juggle combo in the corner. Spin Low Hook is a low attack that causes a hard knockdown on hit, but it is -9 on block, and leaves Steve open to considerable damage if it fails. Since Steve does not have a mid attack to perform during Quick Spin, it's best to use Spin Gut Punch. It's safe, and your opponent will probably be crouching anyway.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Gut Wrencher	→ or N + LP + LK	Throw	130	7	2	20	Hard knockdown
2	Armlock Throw	← + LP + LK	Throw	130	7	2	20	Hard knockdown


1

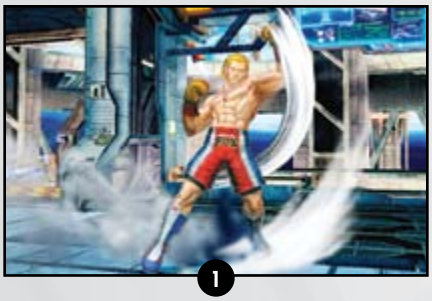

2

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

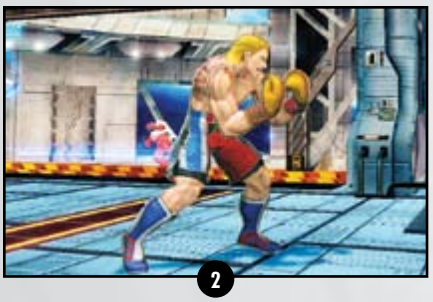
From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Sonic Fang	⇨⇩⇘ + LP	High	50, 60	14	2(5)4	23	Knockdown	-7	—	—
	MP Sonic Fang	⇨⇩⇘ + MP	High	50, 60	14	2(5)4	23	Knockdown	-7	—	—
	HP Sonic Fang	⇨⇩⇘ + HP	High	50, 60	18	2(5)4	23	Knockdown	-7	—	—
	EX Sonic Fang	⇨⇩⇘ + P P	High	70, 50	15	2(5)4	23	Floats	-7	—	Projectile invulnerable frames 1-25
2	LK Swaying	⇩⇗⇦ + LK	Counter	140	—	—	66	—	—	—	Counters all strikes to Steve's upper body from frames 1-25, +3 advantage if counter is triggered
	MK Swaying	⇩⇗⇦ + MK	Counter	140	—	—	66	—	—	—	Counters all strikes to Steve's upper body from frames 1-25, +3 advantage if counter is triggered
	HK Swaying	⇩⇗⇦ + HK	Counter	140	—	—	66	—	—	—	Counters all strikes to Steve's upper body from frames 1-25, +3 advantage if counter is triggered
	EX Swaying	⇩⇗⇦ + K K	Counter	180	—	—	66	—	—	—	Counters all strikes to Steve's upper body from frames 1-26, knockdown if counter is triggered
3	LP Hellfire	⇩⇘⇨ + LP	High	60	16	—	30	0	-3	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, projectile has one hit of durability, projectile travels to 1/2 screen in 9 frames
	MP Hellfire	⇩⇘⇨ + MP	High	60	16	—	30	0	-3	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, projectile has one hit of durability, projectile travels to 1/2 screen in 9 frames
	HP Hellfire	⇩⇘⇨ + HP	High	60	16	—	30	0	-3	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, projectile has one hit of durability, , projectile travels to 1/2 screen in 9 frames
	EX Hellfire	⇩⇘⇨ + P P	High	60 x 2	11	—	30	+8	+5	—	Can be Super charged: 51 frames to perform Super Art, projectile has two hits of durability, projectile travels to 2/3 screen in 9 frames



Sonic Fang: Steve quickly rushes at his opponent with an overhand punch and finishes with an uppercut that sends his opponent flying. Unlike the *Tekken* series, this attack is not a mid. Although, like in *Tekken*, it is very unsafe on block. This attack is best used in combos because the second hit has very high juggle potential. It is the only attack that will combo off crouching LP or MP that causes a knockdown. EX Sonic Fang moves across the screen quickly, is projectile invulnerable, and floats the opponent on hit. However, you can get this same effect by using Ducking through a projectile without meter use. EX Sonic Fang is best as a follow-up attack to Fox Hunt, as it allows Steve to do enormous damage off any connected MP or HP .



Swaying: This taunting attack is actually a counter. It catches any jumping or grounded attack that hits Steve above his feet, including lows that don't hug the ground like Nina's crouching MK ! If this counter is triggered, Steve leans back and then punches his opponent, leaving him at minor frame advantage. This attack is active on frame 1 and is Steve's only reversal, making it useful in situations where your opponent is locking you down. Unlike many counters, Swaying does not lock the opponent into a scripted animation—your opponent can beat your counter by cancelling an attack into an invulnerable move and block if it's used against a deep aerial jump-in. This can sometimes work to your advantage. If your opponent mashes after triggering the counter and causes a trade, you'll be at advantage enough to land a crouching MP and continue into a combo!



Hellfire: This attack causes Steve to shoot a short range projectile at his opponent. Hellfire is only -3 on block and is Steve's safest Special Move to cancel into after a crouching MP . As a poke, Hellfire is difficult to use since its maximum range is in the distance where your opponent can land a full jump-in combo. Against characters who are more likely to jump than fight you on the ground, try to refrain from using Hellfire at all. They're more likely to jump at you than sit and block the attack. Canceling the attack into a dash isn't terribly effective, since it takes around 26 canceled Hellfires before you gain a single block of meter. EX Hellfire is a two hit projectile that gives you enough time to combo afterwards. This makes it a very useful attack in combos in the corner. Check the combo usage section for the best methods to combo into and out of EX Hellfire.



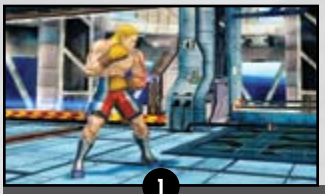


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

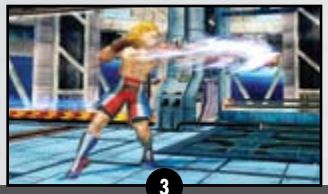
From the Library of Chris Miller

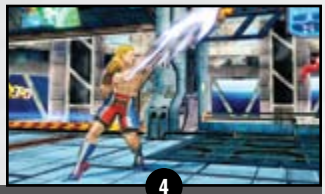
Flicker Stance—← + KKK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Flicker	← + KKK	—	—	24	—	—	—	—	Flicker Jab	
2	LP Flicker Jab	(during Flicker) LP	Low	100	8	2	29	-6	-11	—	Recovery can be canceled 1 frame earlier if canceled into Flicker Jab, Slip (+10) on crouching Counter Hit, ground bounce on aerial foe
3	MP Flicker Jab	(during Flicker) MP	High	100	8	2	29	-6	-11	—	Recovery can be canceled 1 frame earlier if canceled into Flicker Jab, Slip (+10) on crouching Counter Hit
4	HP Flicker Jab	(during Flicker) HP	High	100	8	2	27	-3	-8	—	Recovery can be canceled 1 frame earlier if canceled into Flicker Jab, Slip (+10) on crouching Counter Hit
	EX Flciker Jab	(during Flicker) PP	Low, high, high	50 x 3	8	2(8)2(9)2	18	Knockdown	-11	—	Recovery can be canceled 1 frame earlier if canceled into Flicker Jab, ground bounce on aerial foe


1


2


3

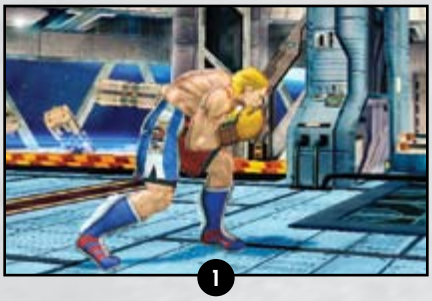

4

Flicker, Flicker Jab: This attack puts Steve into Flicker stance, where he can perform one of four Flicker attacks. The Flicker attacks deal decent damage but have very low range, especially for attacks that are only available in a stance. While in Flicker stance, you can't move Steve forward or backward, but you can quickly cancel by inputting → or ↓. Each of the Flicker Jabs is -6 (even on hit), making them very risky to use against characters with fast attacks. Flicker Jabs are best saved for the end of combos, where the LP Flicker Jab can ground bounce an aerial foe, allowing you to continue a combo. EX Flicker Jab causes Steve to perform all three Flicker Jabs in a sequence, and it knocks down on hit and allows for a combo in the corner. Outside of a combo, however, Steve will be vulnerable because the HP Flicker Jab will miss most standing characters.

Peekaboo Stance—→ + KKK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Peekaboo	→ + KKK	—	—	10	—	—	—	—	LP, MP, HP	Can move forward during stance, throw invulnerable during stance, cancel stance by crouching, Weaving A, Weaving B or Quick Spin
2	Patella Smash	(during Peekaboo) LP	High	60	18	3	34	+8	-20	—	Armor frames 1-19
3	Cutting Elbow	(during Peekaboo) MP	High	70	13	6	23	Floats	-6	—	Upper body invulnerability frames 1-14
4	Albion Combination	(during Peekaboo) HP	High	30 x 2, 40	21	4(10)3(23)2	21	Ground bounce	-6	—	—

Peekaboo: This stance causes Steve to duck and gives him access to the three Peekaboo attacks. During Peekaboo stance, Steve can inch towards his opponent and is completely invulnerable to throws, giving this attack additional benefit against command throw-focused characters. Steve can't block while he's in Peekaboo stance, so be sure to cancel by crouching or using Weaving A, Weaving B, or Quick Spin to avoid taking damage from an airborne opponent or an incoming attack.


1

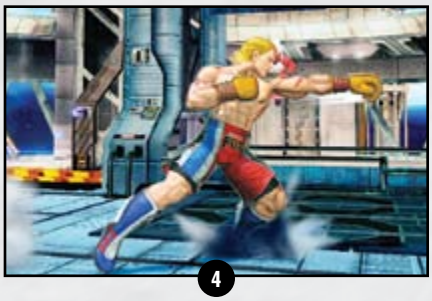
Patella Smash: This slow, wind-up punch has full-body armor for 19 frames, allowing Steve to plow through an incoming attack with an attack of his own. Patella Smash leaves Steve at +8, allowing you to quickly continue with a combo, cancelling the stance with a crouch, and comboing with crouching LP. Patella Smash only has one hit of armor, so be careful when you are trying to use it against a multi-hit attack. Patella Smash is incredibly unsafe if blocked, so be sure to use it only against an attack that you're sure you can counter.


2

Cutting Elbow: This chopping, upward-angled attack places Steve low to the ground before striking at his opponent. During Cutting Elbow, Steve has a very low hurtbox and no hurtbox at all on the elbow attack, making this a decent anti-air tactic against a jumping opponent. This attack has a very long startup, especially if Steve isn't in Peekaboo already, so it is very difficult to use as a reactionary anti-air. If Cutting Elbow connects, immediately cancel into crouching MP to continue your juggle combo.


3

Albion Combination: This three hit chain of attacks has a long startup but ground bounces the opponent on hit, giving you the chance to land a huge combo. Albion Combination is very slow, however, and it is difficult to land. Your best chance of landing this attack is to throw it out if you expect moving throw attacks like Hugo's Meat Squasher.


4

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Ducking—↓↘→ + K

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LK Ducking	↓↘→ + LK	—	—	—	—	25	—	—	LP, MP, HP	Upper body projectile invulnerability frames 1-21, input LP/MP/HP between frames 1-20 for follow-up attack
	MK Ducking	↓↘→ + MK	—	—	—	—	28	—	—	LP, MP, HP	Upper body projectile invulnerability frames 1-21, input LP/MP/HP between frames 1-20 for follow-up attack
	HK Ducking	↓↘→ + HK	—	—	—	—	30	—	—	LP, MP, HP	Upper body projectile invulnerability frames 1-21, input LP/MP/HP between frames 1-20 for follow-up attack
	EX Ducking	↓↘→ + K K	—	—	—	—	26	—	—	LP, MP, HP	Upper body invulnerability frames 1-21, input LP/MP/HP between frames 1-20 for follow-up attack
2	Fox Hunt	(during Ducking) LP	High	120	9	6	17	+3	-3	EX, SA	+29 on crouching Counter Hit
3	Skyscraper	(during Ducking) MP	High	80	13	4	22	Floats	-6	—	—
4	Gatling Gun	(during Ducking) HP	Standing throw	200	15	2	26	Hard knockdown	—	—	—



1

Ducking: This advancing maneuver makes Steve rush at his opponent while keeping low to the ground and avoiding projectiles. HK Ducking can avoid projectiles from almost full screen distance, giving Steve an easy way to close the distance on an opponent throwing them out. Ducking also gives Steve access to three unique attacks that are important to his overall gameplan. Steve can also cancel normal attacks into Ducking, giving him a way to keep up pressure against a blocking opponent. Ducking is also the key to Steve's most damaging combos. This is discussed in the Combo Usage section.



2

Fox Hunt: This Ducking-specific move makes Steve rush at his opponent with a quick uppercut. This unique attack is the key to many of Steve's high-damage combos because it is cancelable on hit or block into any of Steve's EX attacks and Hellfire Rush! It's also decent to use as a pressure tool since it's just as unsafe as Hellfire, but does more chip and damage on hit. If Fox Hunt Counter Hits, it will leave Steve at +29, giving you the chance to tag on a big combo! There is a small gap in crouching MP and Fox Hunt, so a savvy opponent can counter with a quick normal move or an invincible reversal. Don't overuse it once an opponent is expecting it.



3

Skyscraper: This attack causes Steve to throw out a massive uppercut that sends your opponent flying in the air, leaving them open for a juggle combo. While this attack can create huge, no-meter damage, it only combos after crouching or standing HP and is slower than Fox Hunt, making it difficult to land after avoiding a projectile. It's best to save Skyscraper for guaranteed situations and use Fox Hunt if you aren't canceling off of an attack.

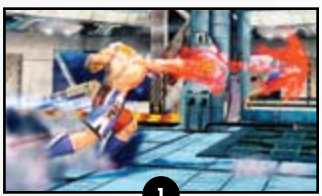


4

Gatling Gun: This throw attack makes Steve to grab his opponent and pummel them with a flurry of punches. While this throw does a massive amount of damage, Steve can only grab a standing opponent, limiting your opportunities to land this attack. Even if you have a chance to rush past a projectile using Ducking, you can inflict considerably more damage by attacking your opponent with Skyscraper or Fox Hunt.

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Hellfire Rush	↓↘→ + P P P	High	60, 20 x 9, 70	3	—	70	Hard knockdown	-42
Notes									
65-frame cinematic freeze before attack begins, full body invulnerability frames 1-7, projectile has one hit of durability, projectile travels 2/3 screen in 9 frames									



1

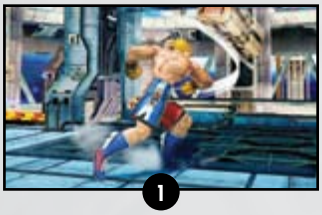
Hellfire Rush: Performing Steve's Super Art prompts him to send a projectile toward his opponent and, if it hits, launch a flurry of attacks culminating in a hard knockdown. At 3 frames of startup, this Super Art is incredibly fast and can punish many attacks on block that Steve normally can't punish. You can also cancel into Hellfire Rush off any connected Fox Hunt, giving you an easily verifiable combo into unrecoverable damage. Even though Hellfire Rush is a projectile, it has only one hit of durability, meaning it will simply trade with any one hit projectile. If you need to go through a projectile to hit with this Super Art, use Fox Hunt after Ducking through a projectile.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↙←+ MP MK	High	20, 15, 5 x 8, 10 x 2	7	2(13)4(15)2(16)2	29	Switch	-13
Notes								
64-frame cinematic freeze before attack begins, full body invulnerability frames 1-8, if first attack whiffs and 4th attack hits, +34 frame advantage								



Steve's Cross Art begins with a four hit string of punches and ends with a flurry of attacks culminating in a handoff to Steve's partner. If the first hit of Steve's Cross Art whiffs, he'll attack three more times and he won't handoff to his partner. Unfortunately, this can happen fairly often when trying to combo into the Cross Art, since the first hit has very limited range. If the first hit whiffs, you can still salvage some damage off a failed attempt because the last hit of a whiffed Cross Art leaves Steve at +34, which is more than enough to land a big, no-meter combo! This is incredibly expensive to do on purpose, so only rely on this if your Cross Art combo failed or you really want to show off and style on your opponent.

OVERVIEW

Steve is primarily a close range character who relies on keeping pressure on his opponent and punishing their mistakes. Against some characters, however, this can be a very difficult task—Steve has very little range and very few ways to quickly cross the screen against characters with strong low pokes. Steve can easily close the distance against characters who mostly poke with standing attacks using Quick Spin and who can poke with standing LP and crouching MP. Against characters that mostly poke with low attacks, however, you will need to take a more measured approach. Steve has many methods of countering standing pokes but very few ways to stop crouching attacks. Chopping Straight and the second hit of British Edge have Counter Hit effects that only trigger against crouching characters. However, the short range on these attacks makes it difficult to apply them against most opponent's crouching attacks. You often can't rely on Steve's jump to get him close to an opponent because he jumps incredibly high and has a poor selection of jump attacks against grounded opponents.



Steve's Quick Spin and Weaving moves have complete upper-body invulnerability…



…but have complete lower-body vulnerabilitiy, making it difficult to approach characters with strong low pokes.

To get close, you'll have to slowly inch towards your opponent and look for a chance to burst toward them using Ducking Body. Ducking Body travels across half the screen in 15 frames and has advantage on block, making it a great tool to close the distance to your opponent. From mid range, Hellfire is a decent poke, but its long recovery means you will eat a full combo if your opponent jumps over it. Steve's anti-air isn't exceptional, so you won't get much benefit if your opponent jumps over your projectile. You can use Flicker to poke at your opponent, but Flicker attacks are very unsafe both on block and hit, making them a poor choice against many characters with a Super Art available. If you think your opponent will jump, however, you can slap them out of the air with HP Flicker Jab while poking at them with MP and LP Flicker Jabs.



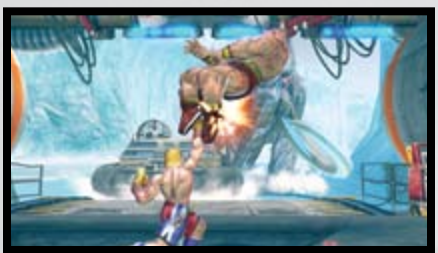
Peekaboo is completely invulnerable to throws, allowing you to severely punish a throw-happy opponent.



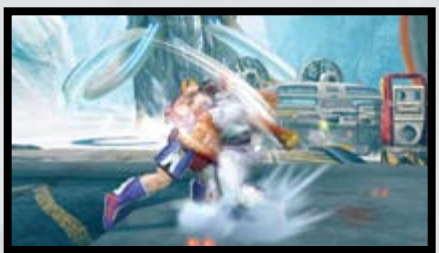
Standing close MP staggers your opponent on crouching Counter Hit, making it an excellent close range pressure tool.

Up close, you should pressure your opponent with Steve's British Edge and neutral standing LP, which are both +6 on block, giving you plenty of time to set up a frame trap. Keep pressuring your opponent with standing pokes or throw your opponent. Standing LP is a very strong poke, but be careful not to hit → while using the attack—the first hit of British Edge looks very similar to standing LP, but it has less frame advantage and is slower, which could throw off your timing. If British Edge hits, link a crouching HP and go into a combo. If it's blocked, do it again or take a few steps toward your opponent and throw or use standing close MP. If close MP Counter Hits a crouching opponent—which is very possible if your opponent is trying to tech a throw—Steve has enough frame advantage to walk up and start a combo with crouching HP. If your opponent is constantly crouching and stopping your throw attempts, consider throwing out a Chopping Straight overhead. If it Counter Hits a crouching opponent, it will ground bounce them and give you a combo, even though that ground bounce can be Quick Rolled, removing your opportunity for a combo. Chopping Straight is also unsafe on block but only -3, making it practically safe against most of the cast.

Fox Hunt and Hellfire are great attacks to use if crouching MP is blocked, even though they leave Steve at -3 disadvantage. Many characters can't punish a -3 frame disadvantage without using a Super Art, and both are safe on hit. The opponent can stop Fox Hunt by mashing buttons between crouching MP and Ducking. This is very difficult and will require a 4 to 5 frame move, which works in your favor—if Fox Hunt Counter Hits a crouching character, it gives Steve enough advantage to walk up and start another combo! If your opponent isn't prone to mashing, cancel a crouching MP into Ducking and let it roll and throw at the end. This is fairly slow so your opponent will probably stop you. But if they're being incredibly defensive or looking for a chance to Cross Cancel, you could very well connect with this on your opponent. While Gatling Combination is a throw that is only available during Ducking, it can only grab standing characters, meaning it will most likely miss against a character that is steadfastly that is crouch blocking.



Steve's fairly quick crouching HP works great as an anti-air due to its high upward reach.



Swaying counters all attacks that contact Steve's upper body, but in certain circumstances Steve can suffer damage despite successfully countering.

While Steve has no invulnerable reversals, he has plenty of defensive options. Against jump-ins, attack foes out of the air with crouching HP or standing close HP. Standing close HP has no hitbox on its attacking arm, making it an excellent anti-air if you're in position to use it. If you don't want to risk trading with your opponent at all, use Weaving or Quick Spin to avoid your opponent's attack. Although it's incredibly difficult, you can use Weaving to avoid your opponents' attacks and then hit them during their landing recovery with proper timing. If you don't want to deal with whether your opponents' attacks will cross you up or not, pass under them using Quick Spin. You won't get a counter attack, but you will have time to reclaim offense once your opponent has landed.

Steve's only true reversal attack is Swaying, which has its own risks as a counter-type Special Move. It won't grab most low attacks and, if your opponent simply empty jumps, you'll be stuck in recovery long enough to be severely punished. Also, Swaying doesn't lock the opponent into a cinematic freeze, unlike King or Asuka's counters, so it can be interrupted by an invulnerable move or your opponent mashing. If Swaying trades with an opponent's attack, however, Steve will have a huge advantage, giving you the chance to connect a huge combo!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LK, cl.LP, cr.MP ▷ ⇨⇩⬂ + LP

185 damage

This basic combo gives Steve a knockdown off one of his few low attacks. This combo is generally difficult to land, since you'll need to be directly next to your opponent when performing crouching LK to be in range to link standing close LP. For more damage without a knockdown, you can exchange Sonic Fang for Ducking ▷ Fox Hunt. If you have Cross Gauge to spare, you can replace Sonic Fang with EX Sonic Fang for a juggle combo. However, Steve can get more damage off a connected crouching MP.

II. Cr.MP ▷ ⇩⬂⇨ + LK ▷ LP ▷ ⇨⇩⬂ + PP, st.MP ▷ ⇩⬂⇨ + LK ▷ LP, cr.MK ▷ ⇨⇩⬂ + MP

464 damage, 1 block

Fox Hunt, unlike most Special Moves, can be canceled into any EX Special Move or Super Art and this is the key to unlock big damage with Steve. Fox Hunt combos off any connected crouching MP, MK or HP and is only -3 on block, which is safe against most characters. Canceling crouching MP into Ducking ▷ Fox Hunt gives you enough time to verify a hit, so you can cancel into EX Sonic Fang only if you've hit your enemy. After EX Sonic Fang hits, you'll need to hit your foe with standing MP as high as possible, otherwise the second Fox Hunt will hit too low and you won't be able to finish the combo.

III. Cl.LP, cl.HP ▷ ⇩⬂⇨ + LK ▷ MP, ⇩⬂⇨ + HK ▷ MP, ⇨ + MP or HP ▷ LP, cr.MK ▷ ⇨⇩⬂ + MP

350 damage, midscreen required

This is a verifiable combo that leads into Steve's floating Skyscraper attack. Standing close LP will only link into HP at very close distances, but the link is very easy and standing HP is even on block, making it mostly safe even if you flub the combo. After the first Skyscraper hits, immediately perform HK Ducking ▷ Skyscraper again—this step can be difficult and will take some practice. After the second Skyscraper, juggling with Ducking Body is fairly easy. However, if you do it too fast there is a chance the Ducking Hook can whiff. This combo uses most of your juggle potential, so you'll only get one hit of Sonic Fang at the end of the combo. This combo only works midscreen: Ducking Body is incredibly difficult to combo in the corner since Steve generally crosses under his opponent before the attack hits them. Check **combo V** for a corner variation.

IV. ⇨ + LP ▷ MP, cr.MP ▷ ⇩⬂⇨ + LK ▷ LP ▷ ⇨⇩⬂ + PP, cr.HP ▷ ⇩⬂⇨ + LK ▷ MP, ⇨ + MP or HP ▷ LP, cr.MK ▷ ⇨⇩⬂ + MP

409 damage, 1 block, midscreen required

Steve's British Edge is a useful poking tool as it leaves him at +6 on block and huge frame advantage on hit. Most of this combo is straightforward and almost identical to **combo III**. If the second hit of British Edge Counter Hits the opponent crouching, the opponent will be in an extra-long hitstun. So you can forgo the rest of this combo, walk up, and start a combo with crouching HP.

V. Cl.HP ▷ ⇩⬂⇨ + LK ▷ MP, cl.HP ▷ ⇩⬂⇨ + LK ▷ LP, cl.HP ▷ ⇨⇩⬂ + MP

435 damage, corner required

In the corner, Steve can get huge damage without spending any bar. While this combo seems fairly simple, properly comboing the second standing close HP into Fox Hunt can be difficult. Hit with standing HP as high as possible. If you hit the opponent too low to the ground, Fox Hunt won't pop them up high enough to finish the combo.

VI. Cr.HP ▷ ⇩⬂⇨ + LK ▷ LP ▷ ⇨⇩⬂ + PP, cr.HP ▷ ⇩⬂⇨ + LK ▷ LP ▷ ⇩⬂⇨ + PPP

637 damage, 3 blocks

This combo forgoes the reset of Steve's long combo strings to end with Hellfire Rush and deals massive damage, most of which is unrecoverable. Unlike the other juggles into Fox Hunt, in this combo you must hit Fox Hunt as low to the ground as possible so Hellfire Rush doesn't whiff.

VII. Cr.HP ▷ ⇩⬂⇨ + LK ▷ MP, ⇨ + MP or HP ▷ LP, cr.MK ▷ ⇨⇩⬂ + MP

Damage depends on damage scaling

You should use this combo whenever Steve is switched in from a partner Switch Cancel or Launcher. Juggling with crouching HP might be difficult depending on how far from the corner your partner is when they tag you in. For an easier combo, sacrifice a little bit of damage and start this combo with crouching MP instead of HP.

WHEW, WHAT A GREAT MATCH! THAT WAS FUN.

Combo Appendix

Sequence	Notes
St.MK ▷ LP ▷ MP or HP, cr.HP ▷ ⇩⬂⇨ + LK ▷ MP, ⇨ + MP or HP ▷ LP ▷ ⇦ ▷ LP	Midscreen combo off Weaving B ▷ Shoulder Rush.
⇨ + KKK ▷ LP, cr.LP ▷ ⇨⇩⬂ + PP, cr.HP ▷ ⇩⬂⇨ + LK ▷ MP, ⇨ + MP or HP, cr.MK ▷ ⇨⇩⬂ + MP	Combo off Patella Smash.
Cr.HP ▷ ⇩⬂⇨ + LK ▷ LP ▷ ⇩⬂⇨ + PP, Cr.HP ▷ ⇩⬂⇨ + LK ▷ LP ▷ ⇩⬂⇨ + PP, Cr.HP ▷ ⇩⬂⇨ + LK ▷ LP ▷ ⇩⬂⇨ + PP, cr.HP ▷ ⇩⬂⇨ + LK ▷ MP, cl.MP, cl.HP ▷ ⇦ + KKK ▷ LP, LP	3 blocks, corner required.
Cr.MP, cr.MP ▷ ⇩⬂⇨ + LP	Trial 12
⇩⬂⇨ + PP, ⇩⬂⇨ + PPP	Trial 13
⇩⬂⇨ + K ▷ MP, ⇩⬂⇨ + PP	Trial 14
J.HK, cr.LP ▷ cr.HP ▷ ⇩⬂⇨ + PP, cr.LK ▷ cr.MP ▷ cr.HK	Trial 17
⇨ + KKK ▷ MP, ⇩, cr.MK ▷ ⇨⇩⬂ + PP, J.HP	Trial 18
MK ▷ LP ▷ MP, ⇨ + MP or HP ▷ ⇦ ▷ PP	Trial 19
⇨ + KKK ▷ LP, ⇩, cr.LP ▷ cr.MP ▷ ⇩⬂⇨ + KK ▷ LP ▷ ⇨⇩⬂ + PP, ⇗ + LK	Trial 20, corner required.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Xiaoyu

Dancing Phoenix

Xiaoyu is a brilliant Chinese Kempo fighter who uses Hakkesho and Hikasho as the base of her fighting style. She is acquaintances with Heihachi Mishima, which is how she first met Jin and fell in love with him. When the Devil Gene inside of Jin awakened, Xiaoyu, deeply concerned for Jin's well-being, vows to always be by his side. She may act like a child at times, but she is strong-willed and assertive. Unable to bear the thought of Jin traveling alone to Antarctica, Xiaoyu forces herself on him.

Win Comment 1: That was great! I'm going to get even stronger if I keep this up!

Win Comment 2: Awww, I wanted to end things with a bit more flash! Oh well, there's always next time!

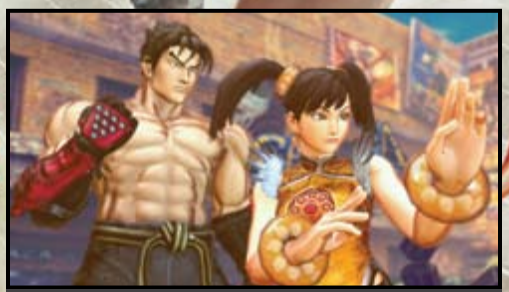
Win Comment 3: Hehehe, I win!



Color 1



Color 2



Destined Partners

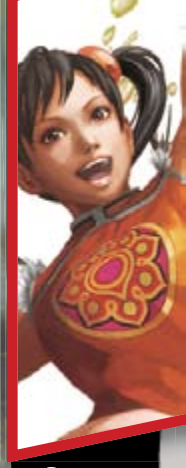


Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller





DATA ARSENAL

Vitality	900
Forward Dash Duration	17 frames
Backdash Duration	8 frames invulnerability, 11 frames airborne, 6 frames grounded (25 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	40 frames (39 frames)
Diagonal Jump (and High Jump) Duration	39 frames (39 frames)

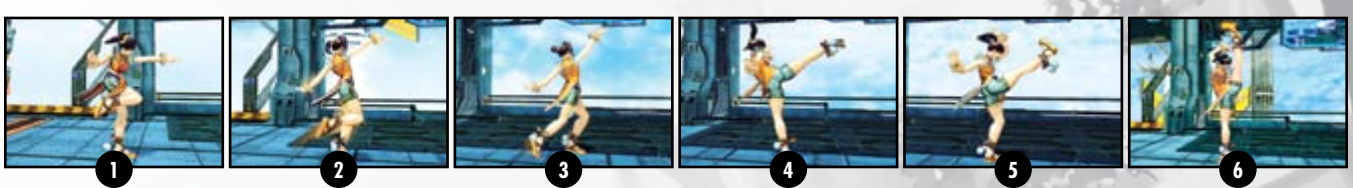
Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	5	2	8	+7	+3	SM, EX, SA, CA	—
2	Standing MP	High	60	10	2	20	-1	-5	SM, EX, SA, CA	Can hit behind Xiaoyu
3	Standing HP	High	90	15	8	17	0	-5	—	—
4	Standing LK	High	30	7	2	13	+2	-2	—	—
5	Standing MK	High	60	14	4	12	+5	+1	—	—
6	Standing HK	High	90	12	2	29	Knockdown	-11	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	4	3	8	+6	+2	SM, EX, SA, CA	—
2	Close standing MP	High	30 x 2	5	4	17	+2	-2	SM, EX, SA, CA	—
3	Close standing HP	High	90	11	2	22	+1	-4	SM, EX, SA, CA	—
4	Close standing LK	High	30	4	3	9	+5	+1	—	—
5	Close standing MK	High	60	7	4	14	+3	-1	SM, EX, SA, CA	—
6	Close standing HK	High	90	11	3	21	+1	-4	—	—





©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

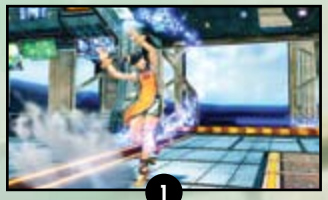
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	3	8	+6	+2	SM, EX, SA, CA	—
2	Crouching MP	High, low	30 x 2	6	2(12)2	14	+5	+1	—	—
3	Crouching HP	High	90	6	4	26	-4	-10	SM, EX, SA, CA	Forces standing on hit
4	Crouching LK	Low	30	5	3	13	+1	-3	SM, EX, SA, CA	—
5	Crouching MK	Low	60	6	3	23	-5	-9	SM, EX, SA, CA	—
6	Crouching HK	High	90	8	2	35	Sweep knockdown	-17	SM, EX, SA, CA	—



Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP + HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	100	21	2	22	Ground bounce	-2
Notes								
Similar to Cyanide, full body invulnerability frames 1-23								



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	8	5	Until grounded, 4 frames landing	+12	+4	—	—
2	Vertical jumping MP	Mid	70	8	5	Until grounded, 4 frames landing	+16	+5	—	—
3	Vertical jumping HP	Mid	100	10	3	Until grounded, 4 frames landing	+20	+8	—	—
4	Vertical jumping LK	Mid	40	7	7	Until grounded, 4 frames landing	+12	+4	—	—
5	Vertical jumping MK	Mid	70	8	2	Until grounded, 4 frames landing	+16	+5	—	—
6	Vertical jumping HK	Mid	60, 40	10	5(5)5	Until grounded, 4 frames landing	+20	+8	—	—



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

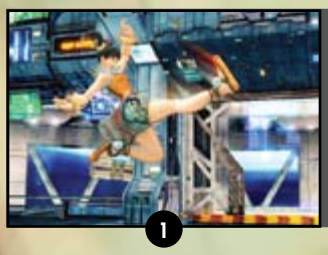
Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	7	6	Until grounded, 4 frames landing	+12	+4	—	—
2	Diagonal jumping MP	Mid	70	6	3	Until grounded, 4 frames landing	+16	+5	—	—
3	Diagonal jumping HP	Mid	100	9	8	Until grounded, 4 frames landing	+20	+8	—	—
4	Diagonal jumping LK	Mid	40	5	10	Until grounded, 4 frames landing	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	7	5	Until grounded, 4 frames landing	+16	+5	—	—
6	Diagonal jumping HK	Mid	60, 40	9	5(10)4	Until grounded, 4 frames landing	+20	+8	—	—



Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Cyanide	⇨ + MK	Mid	50	22	4	15	Ground bounces	+3	—	Airborne frames 8-28



Cyanide: Cyanide is an overhead attack that causes a ground bounce on hit. Xiaoyu has access to damaging juggles if this attack is connected, as demonstrated in **combo IV**. Condition your opponent into blocking low using cr.MK, cr.LK, and cr.MP, then surprise them with this overhead. Cyanide needs 22 frames to start but grants a +3 frame advantage if blocked, allowing you to follow with offensive pressure.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Jade	⇨ or N + LP LK	Throw	120	7	2	20	Hard knockdown
2	So Shoe Me	⇦ + LP LK	Throw	120	7	2	20	Hard knockdown, ends in Rain Dance





©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Storming Flower	↓↙→ + LP	High	90	15	4	24	Knockdown	-6	—	Attack has 1 point of projectile durability
2	Fortune	↓↙→ + MP	High	50	25	4	18	+3	0	—	Ends in Rain Dance, knockdown on airborne foes
3	Fortune 2nd Hit	(during Fortune hit or block) P	High	70	17	4	21	Knockdown	-3	—	—
4	Fortune Cookie	↓↙→ + HP	High	20 x 2, 40	12	2(9)4(7)2	27	+10	-7	—	Ends in Rain Dance, knockdown on airborne foes
5	Fortune Cookie 2nd Hit	(during Fortune Cookie hit or block) P	High	50	21	4	18	+3	0	—	Ends in Rain Dance
6	Fortune Cookie 3rd Hit	(during Fortune Cookie 2nd Hit hit or block) P	High	88	17	4	21	Knockdown	-3	—	Ends in normal stance
	EX Fortune Cookie	↓↙→ + P P	High	30 x 3	8	2(9)4(7)2	27	+10	-7	—	Ends in Rain Dance, knockdown on airborne foes
	EX Fortune Cookie 2nd Hit	(during EX Fortune Cookie hit or block) P	High	50	21	4	18	+3	0	—	Ends in Rain Dance
	EX Fortune Cookie 3rd Hit	(during EX Fortune Cookie 2nd Hit hit or block) P	High	50	17	4	21	Wall bounce	-3	—	Ends in normal stance
7	LK Shooting Star	↓↙→ + LK	High	30 x 4	38	11	8	Hard knockdown	+13	—	Upper body invulnerable frames 1-13, airborne frames 14-48, ends in Rain Dance on block/whiff, knockdown on airborne foes
	MK Shooting Star	↓↙→ + MK	High	30 x 4	38	11	8	Hard knockdown	+13	—	Upper body invulnerable frames 1-13, airborne frames 14-48, ends in Rain Dance on block/whiff, knockdown on airborne foes
	HK Shooting Star	↓↙→ + HK	High	30 x 4	38	11	8	Hard knockdown	+13	—	Upper body invulnerable frames 1-13, airborne frames 14-48, ends in Rain Dance on block/whiff, knockdown on airborne foes
	EX Shooting Star	↓↙→ + K K	Mid	30 x 4	30	8	8	Ground bounce	-1	—	Upper body invulnerable and lower body projectile invulnerable frames 1-8, airborne frames 9-86, targets foe's position, knockdown on airborne foes
8	LP Hakkesho	↓↘←+ LP	High	50 x 2	14	4(14)2	26	+1	-6	—	Can be Super Charged: 51 frames for EX version, 100 frames for Super Art
	MP Hakkesho	↓↘←+ MP	High	50 x 2	22	4(14)2	26	+1	-6	—	Can be Super Charged: 51 frames for EX version, 100 frames for Super Art
	HP Hakkesho	↓↘←+ HP	High	50 x 2	29	4(14)2	26	+1	-6	—	Can be Super Charged: 51 frames for EX version, 100 frames for Super Art
	EX Hakkesho	↓↘←+ P P	High	50 x 2, 30 x 2	33	4(14)2	20, 26 on whiff/block	+6	-6	—	Can be Super Charged: 51 frames for Super Art, 1st hit knockdown on airborne opponent, 2nd hit forces airborne opponent to stand, 3rd and 4th hits only occur if 2nd hit connects, forces standing on hit



Storming Flower: Storming Flower is a quick palm strike that knocks opponents down on hit. It can be used in combos and juggles for quick damage, but is punishable by quick attacks if blocked. It also has 1 point of projectile durability, making it usable as a way to nullify single hit projectiles. Using this attack against a two-hit projectile such as Ryu's EX Hadoken will result in absorbing one hit of the projectile only, resulting in the second hit connecting. In addition, Storming Flower starts up in 15 frames, making it risky to use as a way to deal with projectiles.

AWWW, I WANTED TO END THINGS OH WELL, THERE'S

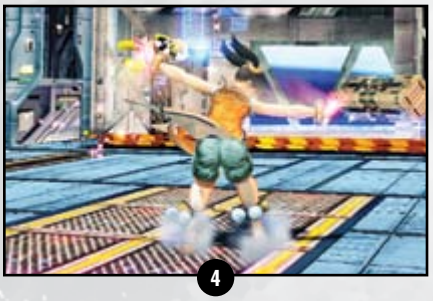
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller


2


3

Fortune: Xiaoyu hops forward before performing a chop attack, ending in Rain Dance. Pressing P during Fortune adds a second attack, which is similar to Storming Flower. Fortune is too slow to be used in combos when canceled from weak or medium attacks but can combo off heavy attacks such as cr.HP and cl.HP . It can also be used as a mid range poke to get in close for offensive pressure since it is safe on block. The second hit of Fortune is -3 on block, making it difficult to punish.


4


5


6

Fortune Cookie: Xiaoyu performs a three-hit attack that ends in Rain Dance. Pressing P during Fortune Cookie performs an attack similar to Fortune that also ends in Rain Dance, and pressing P yet again performs an attack similar to Storming Flower, ending in her normal stance and causing a knockdown. Fortune Cookie is a fast attack that can be used in combos when canceled from attacks such as cr.MK or cl.HP and can be linked into Dark & Stormy on hit, though the timing on this is very strict. Fortune Cookie leaves Xiaoyu vulnerable on block, so it's best to go into the second or third hit if you've confirmed your opponent to be blocking. EX Fortune Cookie causes a wall bounce when performed in its entirety, which can be followed with a juggle (see **combo II**).


7

Shooting Star: Xiaoyu flips into the air before coming down with a dive kick. The attack strength used determines the distance Shooting Star travels: LK Shooting Star attacks from half of a screen away, MK Shooting Star travels slightly farther, and HK Shooting Star travels nearly the entire length of the screen. If Shooting Star connects, Xiaoyu performs a stomp attack that causes a hard knockdown. On block or whiff, Xiaoyu ends up in Rain Dance, though you can opt to recover in her normal stance by simply holding any non-jumping direction upon recovery.

EX Shooting Star homes in on an opponent's position and causes a ground bounce on hit, which leads to a damaging juggle, seen in **combo IV**. It is also upper body invulnerable and lower body projectile invulnerable on startup. Unlike its non-EX counterparts, EX Shooting Star will always end in a normal stance.

Shooting Star is best used as a means to approach from a distance. Xiaoyu jumps at an altitude high enough to avoid incoming projectiles, punishing opponents upon their recovery. Shooting Star grants a +3 frame advantage on block, putting you in position to mount an offense. It has a sluggish startup, however, and can be interrupted if anticipated by opponents.


8

Hakkesho: Hakkesho is a two-fold attack in which Xiaoyu leaps forward before striking. The distance in which Xiaoyu leaps forward is dependent upon the attack strength used. MP and HP Hakkesho travel three-quarters of a screen's length before becoming active, while LP Hakkesho has barely any lateral distance and can be used in combos. The 2nd hit of Hakkesho causes a ground bounce if connected on an airborne opponent and can be followed by a quick juggle. EX Hakkesho is different in that Xiaoyu will perform an extra two attacks if the first two connect. The last hit of EX Hakkesho is +6 on hit, meaning you can link a quick attack such as st.LP afterwards. All versions of Hakkesho are -6 on block, making then unsafe if opponents react quickly enough.

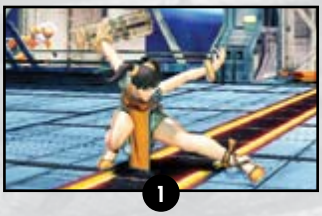
WITH A BIT MORE FLASH! ALWAYS NEXT TIME!

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Phoenix Stance Special Moves—↓ + PPP

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Phoenix Stance	↓ + PPP	—	—	8	—	—	—	—	—	—
	Phoenix Stance (backdash)	← ←	—	—	—	—	25	—	—	—	Full body invulnerability frames 1-8
	Phoenix Stance (forward dash)	→ →	—	—	—	—	25	—	—	—	—
2	Wave Crest	P	High	70	7	3	22	Floats	-3	—	—
	EX Wave Crest	PP	High	120	7	3	22	Floats	-3	—	Full body invulnerability frames 1-6
3	LK Double Map Sweep	LK	Low	50	11	2	32	Sweep knockdown	-2	—	—
	MK Double Map Sweep	MK	Low	40 x 2	11	2(19)2	34	Sweep knockdown	-4	—	—
	HK Double Map Sweep	HK	Low	30 x 3	11	2(19)2(19)2	36	Sweep knockdown	-6	—	—
	EX Double Map Sweep	KK	Low	50 x 3	11	2(19)2(19)2	27	+4	-1	—	—
4	LK Flower Power	↓↙← + LK	High	40 x 2	18	2(8)2	24	+1	-4	—	Airborne frames 14-33, knockdown on airborne foes
	MK Flower Power	↓↙← + MK	High	30 x 4	22	2(8)2(22)2(8)2	22	+3	-2	—	Airborne frames 17-37, 51-69, knockdown on airborne foes
	HK Flower Power	↓↙← + HK	High	20 x 6	26	2(8)2(22)2(9) 2(20)2(8)2	20	+5	0	—	Airborne frames 21-41, 55-72, 88-107, knockdown on airborne foes
	EX Flower Power	↓↙← + KK	High	20 x 5, 40	19	2(8)2(22)2(9) 2(20)2(8)2	24	Ground bounce	-4	—	Airborne frames 15-34, 48-66, 81-100, knockdown on airborne foes
5	LK Phoenix Talon	↓↘→ + LK	High	40 x 3	5	4(12)2(13)2	27	Knockdown	+3	—	Full body strike invulnerability frames 1-5
	MK Phoenix Talon	↓↘→ + MK	High	40 x 2, 50	8	4(12)2(13)2	30	Knockdown	-4	—	Full body strike invulnerability frames 6-8
	HK Phoenix Talon	↓↘→ + HK	High	50 x 3	8	4(12)2(13)2	33	Knockdown	-7	—	Full body strike invulnerability frames 6-8
	EX Phoenix Talon	↓↘→ + KK	High	50 x 2, 80	8	4(12)2(13)2	33	Knockdown	-3	—	Full body invulnerability frames 1-11

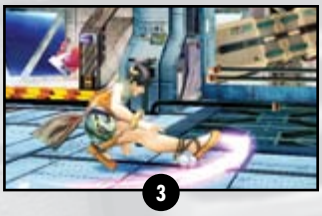


Phoenix: Xiaoyu crouches extremely low into a phoenix-like stance. She crouches low enough to duck under many attacks, including standard projectiles such as Ken's Hadoken or Guile's Sonic Boom. You are unable to block while in Phoenix, but you can move forward or backward slowly, as well as dash or backdash, though the distance Xiaoyu covers dashing during Phoenix is minimal. Throws are still available in Phoenix as well. Phoenix takes 8 frames to start and can be canceled into to perform combos (such as cl.MP → ↓ + PPP, K) or to make slow-recovering normal moves safe by canceling their recovery into Phoenix, then jumping away (such as cr.HP → ↓ + PPP, ↖ or ↑ or ↗). Canceling into then jumping out of Phoenix also makes certain combos possible, as seen in **combo III**. Note that you can transition out of Phoenix with an input of ↓↓ or by jumping.

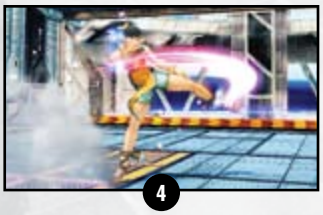


Wave Crest: While in Phoenix, Xiaoyu springs up with a quick elbow attack, popping opponents high up into a float state. Opponents descend at somewhat of a distance, limiting follow-up juggles to long-reaching normals such as st.MK, st.MP, st.HK, or cr.MK. Wave Crest starts up fast enough to be used in combos when canceling a medium or heavy attack into Phoenix then performing Wave Crest as soon as possible, such as cr.MK → ↓ + PPP, P. Wave Crest can be linked after (Rain Dance) Turn of Fortune into Phoenix as well. It also serves as a great hand-off attack at the end of juggles. Wave Crest is -3 if blocked, making it difficult to punish.

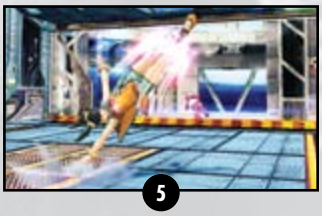
EX Wave Crest pops opponents into the sky at a different angle than its non-EX counterpart, with the opponent falling close enough to be juggled with cr.HP. EX Wave Crest is also invulnerable during its startup, allowing it to interrupt opponents attempting to strike Xiaoyu during Phoenix.



Double Map Sweep: Xiaoyu performs one or multiple sweeps during Phoenix, depending on the strength of attack used: LK performs one sweep, MK performs two, while HK and EX perform three. LK Double Map Sweep causes a sweep knockdown, while the second and third hits of MK and HK Double Map Sweep cause the same sweep knockdown respectively. EX Double Map Sweep leaves opponents standing, however, and can be followed with a 1 frame link of st.LP. Double Map Sweep is quick enough to be used in combos when canceling into Phoenix from a medium or heavy attack, such as st.MP → ↓ + PPP, K. It can also be linked after (Rain Dance) Turn of Fortune. EX Double Map Sweep is great for Switch Canceling because of its duration and lack of a knockdown, though this costs two blocks of Cross Gauge. On block, LK and EX Double Map Sweep are safe, MK Double Map Sweep is difficult to punish at -4, and HK Double Map Sweep is unsafe.



Flower Power: Xiaoyu performs a series of scissor kicks while in Phoenix. The attack strength used determines how many sets of kicks Xiaoyu performs, with HK Flower Power performing the maximum of three sets of kicks. EX Flower Power is similar to HK Flower Power in that it has three sets of kicks, but the last hit is a ground bounce and can be followed with a juggle (see **combo IV**). Flower Power can be used to avoid low attacks since Xiaoyu becomes airborne during each set of kicks. All versions of Flower Power start up sluggishly, limiting their use in combos. However, they are relatively safe on block, with LK and EX Flower Power being difficult to punish at -4 and the rest are safe.



Phoenix Talon: Performed during Phoenix Stance, Xiaoyu performs a series of rising kicks. LK Phoenix Talon is strike invulnerable on startup and has the fastest startup and recovery, making it the best non-EX version defensively. HK Phoenix Talon has the longest startup and a smaller window of strike invulnerability compared to that of LK Phoenix Talon, but it does the most damage, making it the best version to use to end combos. MK Phoenix Talon falls in the middle in terms of damage, startup, and recovery. EX Phoenix Talon boasts full body invulnerability on startup and does the most damage at the cost of one block. All versions of Phoenix Talon have a long duration, making it great as a hand-off attack.

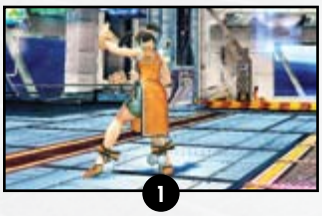
By reacting quickly, you can perform ↓ + PPP, ↓↘→ + LK as anti-air. From a standing state, (Phoenix) LK Phoenix Talon can be performed in 16 frames if done as fast as possible. However, you can buffer the motion throughout the startup frames of Phoenix, so it is best to attempt to perform ↓ + PPP, ↓↘→ + LK as fast as possible. Note that the 3rd hit of all versions of Phoenix Talon can be crouched, making it unsafe against crouching opponents.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Rain Dance Stance Special Moves—← + KKK

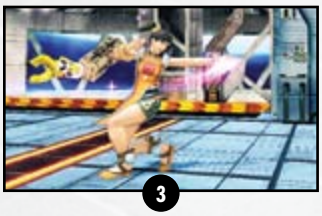
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Rain Dance	← + KKK	—	—	8	—	—	—	—	—	—
	Rain Dance (backdash)	← ←	—	—	—	—	23	—	—	—	Full body invulnerability frames 1-8, airborne frames 9-19
	Rain Dance (forward dash)	→ →	—	—	—	—	17	—	—	—	—
2	LK Mistrust	LK	High	80	7	3	21	Floats	-2	—	Reflects projectiles forward frames 7-9
	MK Mistrust	MK	High	80	12	3	21	Floats	-2	-2	Reflects projectiles 45 degrees upward frames 7-9
	HK Mistrust	HK	High	80	15	3	21	Floats	-2	-2	Reflects projectiles 80 degrees upward frames 7-9
	EX Mistrust	KK	High	130	8	3	21	Floats	-2	—	Full body invulnerability frames 1-10, reflects projectiles forward frames 8-10
3	Dark & Stormy	P	High	30 x 3	10	3(18)3(18)3	32	Floats	-13	—	Final hit reflects projectiles during active frames
	EX Dark & Stormy	PP	High	40 x 2, 60	10	3(18)3(18)3	32	Floats	-13	—	Armor frames 1-54, final hit reflects projectiles
4	Turn of Fortune	(before first hit of Dark & Stormy hits) P	High	30, 20 x 4	13	3(15)3 (8)3(4)3	21	+3	-7	—	Begins on frame 13 of Dark & Stormy, input ↓ between frames 1-55 to end in Phoenix
	EX Turn of Fortune	(before first hit of EX Dark & Stormy hits) P	High	40, 30 x 4	13	3(15)3 (8)3(4)3	31	-1	-12	—	Armor frames 1-50, begins on frame 13 of EX Dark & Stormy, input ↓ between frames 1-55 to end in Phoenix
5	California Roll	↓↙→ + K	—	—	—	—	32	—	—	—	Input K between frames 1-26 for follow-up attack
	EX California Roll	↓↙→ + KK	—	—	—	—	33	—	—	—	Strike invulnerability frames 1-26, input K between frames 1-26 for follow-up attack
6	Cyclone Left	(during California Roll) K	High	80	12	9	24	Floats	-11	—	Crushes standing strikes frames 12-20
7	Back Layout	↓↗← + K	Mid	100, 80 (50)	28	10	17	Hard knockdown	-6	—	Input K between frames 1-27 to cancel attack, airborne frames 15-37
	EX Back Layout	↓↗← + KK	Mid	100, 80 (50)	28	10	17	Hard knockdown	-7	—	Input K between frames 1-27 to cancel attack, airborne frames 15-37



Rain Dance: Xiaoyu turns her back to her opponent, ready to strike with several tricky techniques. Blocking is unavailable during this stance, although you can still walk forward or backward slowly as well as dash and backdash. In addition, throws are still available to use during stance as well. Rain Dance starts up fast enough to allow it to be used in combos when canceled from a medium or heavy attack, such as cr.MP ▷ ← + KKK, P. You can also cut the recovery of a slow-recovering attack (such as cr.HK) by canceling it into Rain Dance and then perform a Rain Dance Special Move or simply jump out of stance. Use an input of ↓↓ or a jump to transition out of Rain Dance.

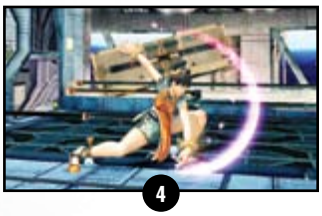


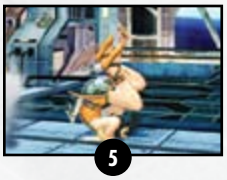
Mistrust: Xiaoyu performs a powerful kick while her back is turned, sending opponents into a float state. The attack strength used affects Mistrust's startup, with LK Mistrust being the fastest. Mistrust also has the ability to reflect projectiles depending on the version: LK Mistrust reflects projectiles forward, MK Mistrust reflects projectiles forward diagonally, and HK Mistrust reflects projectiles at a sharp diagonal angle upward. EX Mistrust reflects projectiles forward and is full body invulnerable on startup, making it useful against opponents trying to attack Xiaoyu out of Rain Dance. All versions of Mistrust can be followed by Dark & Stormy to juggle.

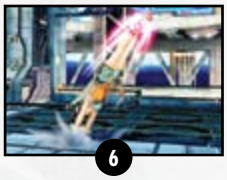


Dark & Stormy: Dark & Stormy is a three-hit attack that ends with Mistrust. It starts up fast enough to be used in combos and juggles when canceled from a medium or heavy attack, such as cr.HP ▷ ← + KKK, P. Though Dark & Stormy recovers too slowly to be followed with a juggle, the float state it causes and its long duration make it usable as a hand-off attack. Like Mistrust, the last hit of this attack can reflect projectiles, but its long duration makes it impractical to be used in such a way. EX Dark & Stormy has a long period of armor beginning on the first frame and can be used to interrupt opponents trying to attack Xiaoyu during Rain Dance. Both versions of this Special Move are punishable if blocked.

Turn of Fortune: Turn of Fortune is performed by pressing P either before or during the first hit of Dark & Stormy, causing Xiaoyu to instead perform a fan-like attack. Pressing ↓ at any time during Turn of Fortune causes Xiaoyu to end in Phoenix, otherwise she will remain in Rain Dance. Turn of Fortune causes a massive amount of hitstun and can be followed with Wave Crest or Double Map Sweep if transitioned into Phoenix.



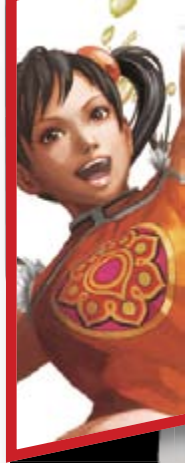




California Roll, Cyclone Left: Xiaoyu rolls toward her opponent out of Rain Dance. The distance in which Xiaoyu rolls is dependent upon the attack strength used, with LK California Roll traveling a character's length forward, MK California Roll traveling two character's lengths forward, and HK California Roll traveling halfway across the screen. Pressing K during the roll performs Cyclone Left, which crushes standing strikes while active and is usable as a hand-off attack. If Cyclone Left is not performed, California Roll recovers back into Rain Dance. In addition, it will pass through an opponent if performed at close range. EX California Roll is strike invulnerable throughout most of its duration and travels roughly the same distance as the LK version. California Roll can be used to close the gap between Xiaoyu and her opponent, as Xiaoyu's walking speed during Rain Dance is slower than usual. Against overly defensive opponents, you can use California Roll, then simply recover and throw while they are expecting Cyclone Left. This trick should be used sparingly since it is easily interrupted.



Back Layout: Xiaoyu performs a flip attack during Rain Dance that must be guarded high. Connecting Back Layout transitions into a cinematic in which Xiaoyu attacks her opponent while on their shoulders before knocking them away. This cinematic can only be scored against grounded opponents. Connecting Back Layout against an airborne opponent causes 50 damage and a knockdown. The strength of attack used determines the distance in which Xiaoyu flips: LK Back Layout flips one character's length forward, and HK Back Layout travels half of a screen's length. Performing HK Back Layout at close range will cause Xiaoyu to flip right over her opponent, though she remains in Rain Dance upon landing (cornered opponents cannot be flipped over). EX Back Layout targets an opponent's position even if they are on the other side of the screen. Pressing K while Xiaoyu is airborne during Back Layout cancels the attack, causing her to stop her momentum and descend straight down. This can be useful against opponents trying to interrupt Back Layout on startup. All versions of Back Layout are -6 on block, making them punishable with quick attacks or reversals.



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Super Art

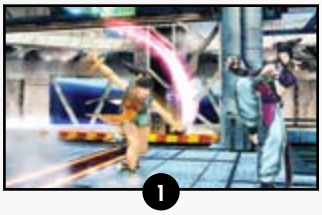
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Hakkesho Combo	↓↗→ + P P P	High	50 x 2, 30 x 5, 10 x 2, 40	8	2(7)1	66	Hard knockdown	-45
Notes									
77 frame cinematic freeze before attack begins, full body invulnerability frames 1-10									



Hakkesho Combo: Xiaoyu hops forward half of a screen's length and performs a two-fold attack, similar to Hakkesho. If the second attack connects, Xiaoyu will continue into a flurry of attacks before transitioning into a cinematic attack, so long as the seventh attack in the sequence connects. In addition, the sixth attack in the sequence will ground any juggled opponents, guaranteeing the seventh attack to connect. This attack is invulnerable on startup and can be used in combos, juggles, as a reversal, or as a half screen punish against a slow-recovering attack. Hakkesho Combo is unsafe if blocked.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↓↖→ + MP MK	High	20 x 5	9	2	58	Switch	-39
Notes								
75 frame cinematic freeze before attack begins, full body invulnerability frames 1-10								



Xiaoyu leaps forward with a quick strike that transitions into a cinematic if connected. This attack is invulnerable on startup and can be used as a reversal or in combos. It is unsafe if blocked, so use it only if you are sure it will connect.

HEHEHE, I WIN!

OVERVIEW



During Phoenix, Xiaoyu crouches low enough to avoid most projectiles.

Xiaoyu can be played as a hit-and-run character, picking opportunities to attack and retreat. She can approach in several different ways. The fastest way for her to approach is simply by dashing. Xiaoyu's dash is deceptively quick, and you can use several dashes to cover a large distance in a short amount of time. Shooting Star is also a viable means of approach, especially against opponents who rely on projectiles, such as Guile. All versions of Shooting Star can be used to avoid projectiles, and HK Shooting Star in particular travels nearly the entire length of the screen, putting Xiaoyu right into striking distance. Shooting Star causes a hard knockdown if connected, allowing you to set up your offense and wakeup games. It is also safe if blocked, making it a great tool to use when approaching. However, opponents can counter the dive kick if anticipated, so this attack is best used in moderation. At mid range, you can utilize the lateral movement of both Fortune and Hakkesho, which are also safe on block and bring you to close range. These attacks can both be interrupted on startup, so it's best to mix them with other methods of approach. As you get closer, st.MK becomes an invaluable tool. Xiaoyu takes a generous step forward before it becomes active, bringing her into close range of an opponent. It is also safe on block and can be linked into cl.LP or cr.LP on hit, which you can use to confirm into a combo. St.MP can also be used as a poke at the same distance as st.MK. It has deceptive range and can be canceled into a stance or Special Move for a combo or pressure.

Once Xiaoyu is close, you can use cr.LP, cl.LP, and st.LP (which has the farthest reach of the three) to hit-confirm into **combo I**. Cr.MP can be used as a low poke, though it is not particularly threatening since it has little combo utility. However, it can be confusing when used in tandem with cr.LP since it's a 2-hit attack, looks similar to cr.LP, and hits low on the 2nd hit. Cr.LK and cr.MK can also be used as low pokes, although they are slower than the aforementioned pokes. The real purpose in using these low attacks is to condition opponents into blocking low, which sets them up for Cyanide.

Cyanide is an overhead attack that causes a ground bounce and leads to **combo IV**, which does a significant amount of damage off an overhead attack. It's best to train yourself to react to blocked hit confirms by stopping your blockstring at cr.MK, since it is -5 on block. If you find yourself canceling a blocked cr.MK into a stance, you might be able to perform a quick Special Move such as (Phoenix) Wave Crest or (Rain Dance) LK/EX Mistrust, though this will be risky against opponents familiar with Xiaoyu's attacks. Blockstrings ending in a Special Move-cancelable attack can also be canceled into LK Shooting Star for added pressure, though this can be interrupted with a reversal attack.

Xiaoyu has several defensive tools at her disposal. As anti-air, cr.MP is reliable so long as it is performed early. With quick reaction, you can also transition into Phoenix and perform LK or EX Phoenix Talon for a damaging anti-air attack, though the entire sequence must be performed as fast as possible. Cr.HK serves as an unorthodox but reliable anti-air. During cr.HK, Xiaoyu's crouches lower than her typical crouch and performs a kick aimed upward, which doesn't extend her hurtbox vertically. This gives it amazing priority and will often cleanly beat jumping attacks if timed correctly. Cr.HK is also Special Move cancelable and leads to **combo III**, which does a large amount of damage for an anti-air option. Opponents attempting a cross-up during offensive pressure can be stopped with an early vertical J.MK, which covers a large area in front of Xiaoyu.

On the ground, Xiaoyu's backdash is notable since she dashes a long distance backward at a high speed, making it great for escaping dangerous situations. Invulnerable attacks such as EX Wave Crest, EX Mistrust, and LK/EX Phoenix Talon serve as defensive measures when used during their respective stances, though Phoenix Talon is easily punished if crouched. If you've committed to canceling a normal attack into a stance on block, sometimes your safest bet is to simply jump away once you've transitioned into stance.

On an opponent's wakeup, you can use J.LK for ambiguous cross-ups. With the correct positioning, J.LK can be interchanged with the first hit of J.HK, which also acts as a cross-up or fake cross-up. On hit, you can go into **combo I**. If blocked, you can begin your close-range game involving cl.LP and cr.LP or immediately perform Cyanide upon landing. Cl.MK can be used as a meaty attack and can be linked into st.LP after confirming the hit, which can then be used to start a Boost Combo or be linked into cr.MK to a stance. You can also harass your opponent on wakeup by crossing up your foe with (Rain Dance) California Roll or Back Layout and then performing LK Back Layout for an overhead, though tricks like these should be used sparingly.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. Cr.LP, cr.LP, cr.MK ▷ ⇦ + KKK, P ▷ P ▷ ⇩, P, st.MP ▷ ⇩ + PPP, ⇩⇘⇨ + K

281 damage

This is a bread and butter combo that uses a link of cr.LP, cr.LP, cr.MK to hit-confirm. This link can be done rhythmically, using the same timing to link from cr.LP to cr.LP and as cr.LP to cr.MK. You must then cancel cr.MK to ⇦ + KKK, P ▷ P ▷ ⇩ (Rain Dance to Dark & Stormy to Turn of Fortune to Phoenix) all in one swift motion. Cr.MK ▷ ⇦ + KKK can be done with an input of cr.MK ▷ ⇩⇗⇦ + KKK, which can be helpful to smooth out the motion. Once you see Xiaoyu transition into Rain Dance, you can hold ⇩ and double tap P to perform the sequence of Dark & Stormy to Turn of Fortune to Phoenix. Next, press P (Wave Crest) as soon as you see Xiaoyu transition fully into Phoenix—the timing on this is lenient. Once you recover from Wave Crest, input st.MP ▷ ⇩ + PPP as fast as possible, and then perform ⇩⇘⇨ + HK once Xiaoyu has fully transitioned into Phoenix.

This combo can be modified in several ways. The initial link can be replaced with a link of cr.LP, cr.HP for more damage, though using two hits of cr.LP puts you out of range of cr.HP. The first sequence can also be modified with cr.LP, cr.MK ▷ ⇩⇘⇨ + HP, which puts you in Rain Dance stance to perform the rest of the combo as usual. Note that the timing to link Dark & Stormy to Turn of Fortune after Fortune Cookie is extremely tight, making this combo impractical unless mastered.

You can substitute the ending juggle after Wave Crest with st.MK, cr.HP ▷ ⇩ + PPP, P (277 damage), which is slightly easier than ending with (Phoenix) Phoenix Talon and does comparable damage. If Cross Gauge permits, you can end the juggle after Wave Crest with st.MP ▷ ⇩⇗⇦ + PPP (343 damage) or st.MP ▷ ⇩⇘⇨ + MP MK instead, though damage scaling has taken its toll by this point of the combo. In the corner, you can substitute the ending juggle with cl.MK, cr.HP ▷ ⇩ + PPP, ⇩⇘⇨ + HK (293 damage).

II. Cr.MK ▷ ⇩⇘⇨ + PP ▷ P ▷ P, st.MK, cr.HK ▷ ⇩ + PPP, P

366 damage, requires 1 block and midscreen

With 1 block of meter, you can perform a combo similar to **combo I** that does a greater amount of damage. After the wall bounce caused by ⇩⇘⇨ + PP, use the visual cue of your opponent falling to time st.MK. Connecting with st.MK as early as possible will make it easier to connect with cr.HK. Then juggle with cr.HK after st.MK connects and cancel it into ⇩ + PPP. Performing ⇩⇘⇨ + HK too early will cause the last hit to whiff, so wait a moment before performing it.

This combo can be started with a Boost Combo of cr.LK ▷ st.MK ▷ st.HP (321 damage) instead of cr.MK, sacrificing damage for the execution comfort of a Boost Combo. With Cross Gauge to spare, you can opt to end the combo with cr.HP ▷ ⇩⇗⇦ + PPP (440 damage) or ⇩⇘⇨ + MP MK.

III. Cr.HK ▷ ⇩ + PPP, diagonal J.HK, cr.HP ▷ ⇦ + KKK, KK

353 damage, requires 1 block and airborne foe

This combo involves canceling cr.HK into a stance and then canceling the stance by jumping forward diagonally into a juggle. Since cr.HK causes a high float on airborne opponents, you have enough time to jump and connect with both hits of J.HK. Perform cr.HP as soon as you land, then quickly cancel to ⇦ + KKK and press KK as soon as possible to finish the combo.

IV. ⇨ + MK, cr.HP ▷ ⇩ + PPP, ⇩⇘⇨ + HK

260 damage

This combo utilizes Cyanide, an overhead that causes a ground bounce. This combo can be done with two different timings: you can either perform cr.HP as soon as possible to catch the opponent before they hit the ground after the ground bounce or wait for the ground bounce and perform cr.HP as they bounce up. The timing you use here is a matter of preference, as both are sufficient. Cr.HP ▷ ⇩ ▷ PPP, ⇩⇘⇨ + HK should be performed as fast as possible in one smooth sequence so that Phoenix Stance is barely noticeable visually.

EX Shooting Star and (Phoenix Stance) EX Flower Power can be used in place of Cyanide to start this combo as well, doing 350 and 330 damage respectively. Though unlike the original combo, cr.HP must be performed as soon as possible during the ground bounce since both attacks do not recover fast enough to enjoy two different sets of timing to continue the combo. However, you still have to delay Phoenix Talon to ensure all 3 hits connect.

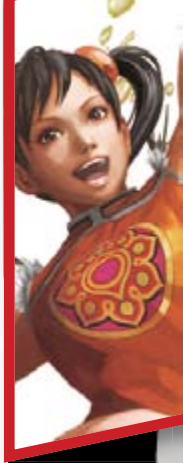
V. (After Tag or Switch Cancel) Cr.HK ▷ ⇩ + PPP, ⇩⇘⇨ + HK

Damage varies based on scaling

After a partner's Launcher or Switch Cancel, you can continue the combo with this juggle. Performing Rising Talon too early after cr.HK ▷ ⇩ + PPP will cause the last hit to whiff. This can be alleviated by waiting a moment after transitioning into Phoenix and then performing Rising Talon as your opponent descends.

Combo Appendix

Sequence	Notes
Cr.LP, cr.LK	Trial 10
⇨ + MK, ⇩⇗⇦ + PPP	Trial 11
⇩⇘⇨ + KK, cr.HK ▷ ⇩⇘⇨ + LP	Trial 12
J.HP, cl.HP ▷ ⇩⇗⇦ + MP	Trial 13
St.LP, st.LP, st.LP, st.LK ▷ st.MK cr.HK	Trial 14
⇦ + KKK, K, P	Trial 15
J.LK, st.LP, cr.LP ▷ ⇩⇘⇨ + MP ▷ P	Trial 16
⇩⇗⇦ + PP, cr.MK ▷ st.HP ▷ ⇩⇘⇨ + P ▷ P ▷ P, cr.MK ▷ cr.HK	Trial 17
⇩ + PPP, P, cl.MK, st.LP, cr.HP ▷ ⇦ + KKK, MK	Trial 18; requires corner
Cr.LP, st.MP ▷ ⇩⇘⇨ + HP, P ▷ P ▷ ⇩, ⇩⇘⇨ + K	Trial 19
⇩⇘⇨ + PP ▷ P ▷ P, diagonal J.HK, cr.MK ▷ ⇩ + PPP, ⇩⇘⇨ + K	Trial 20; requires midscreen



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Yoshimitsu

Inheritor of the Demon Sword

As the mysterious head of the Manji clan, Yoshimitsu steals from evil companies and spreads their wealth to the poor. Although he has a serious temperament, he also shows flashes of stupidity. Believing that his demonic sword is resonating with the large mass of fighters who are searching for Pandora in the Antarctic, Yoshimitsu travels with Raven in order to quell his sword's cries.

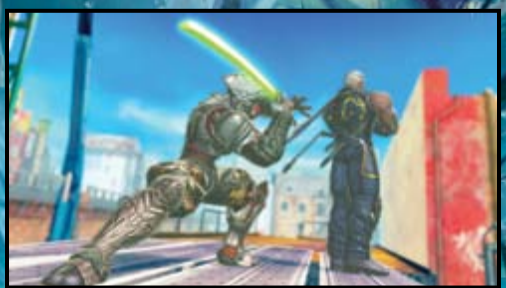
Win Comment 1: Decided by the heavens, fate is. Your blood, fate has cried out for.
Win Comment 2: My blade! For more blood, it cries!
Win Comment 3: None shall mourn your death!



Color 1



Color 2



Masters of Darkness



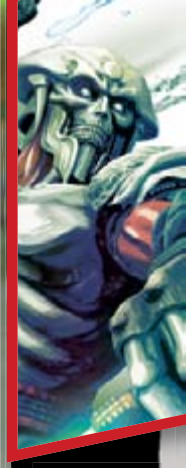
Pandora

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



NONE SHALL MOURN YOUR DEATH!

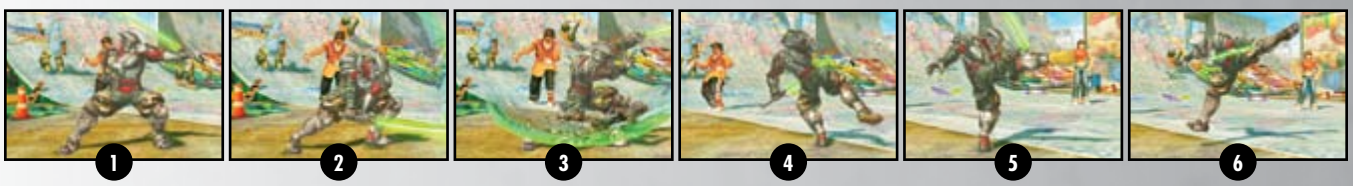


DATA ARSENAL

Vitality	1000
Forward Dash Duration	16 frames
Backdash Duration	8 frames invulnerability, 10 frames airborne, 9 frames grounded (27 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	39 frames (39 frames)
Diagonal Jump (and High Jump) Duration	38 frames (38 frames)

Standing Normal Moves (ST.)

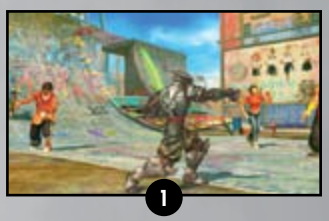
Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	4	3	9	+5	+1	SM, EX, SA, CA	—
2	Standing MP	High	60	12	2	20	-1	-4	—	—
3	Standing HP	High	90	16	2	23	+1	-5	—	Forces standing on hit
4	Standing LK	High	30	5	5	9	+3	-1	SM, EX, SA, CA	—
5	Standing MK	High	60	8	4	17	0	-4	SM, EX, SA, CA	—
6	Standing HK	High	90	16	3	28	-6	-11	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable
1	Close standing MP	High	60	5	3	12	+6	+3	SM, EX, SA, CA

Notes
—



Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	5	8	+4	0	SM, EX, SA, CA	—
2	Crouching MP	High	60	10	4	15	+2	-2	SM, EX, SA, CA	—
3	Crouching HP	High	90	11	5	20	+1	-5	—	Forces standing on hit
4	Crouching LK	Low	30	4	4	10	+3	-1	SM, EX, SA, CA	—
5	Crouching MK	High	60	7	5	15	+1	-2	SM, EX, SA, CA	—
6	Crouching HK	Low	90	12	2	31	Hard knockdown	-12	—	—

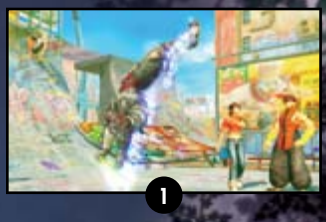


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

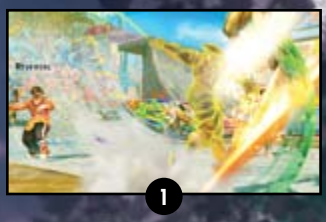
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34
Notes								
Crushes crouching attacks, launches opponent while switching characters								



Cross Cancel

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇨ + HP HK (while blocking)	High	60 x 2	10	6	45	Hard knockdown	-27
Notes								
Similar to HP Gehosen, full body invulnerability frames 1-11, airborne frames 14-27								



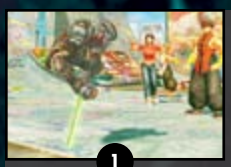
Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Jumping LP	Mid	40	6	7	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Jumping MP	Mid	70	9	3	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Jumping HP	Mid, high	35 x 3	8	6	Until grounded, then 4 frames recovery	+20	+8	—	Hit level changes to High frame 5, knockdown on airborne foes
4	Jumping LK	Mid	40	5	6	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Jumping MK	Mid	70	7	6	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Jumping HK	Mid	100	10	2	Until grounded, then 4 frames recovery	+20	+8	—	Quick Recoverable ground bounce on airborne foes



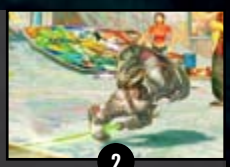
Flea Stance—↓ + K K K

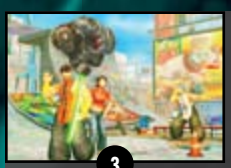
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Flea	↓ + K K K	High	75	23	Until canceled or sword is hit by foe	—	—	—	—	Sword remains active until struck by opponent, then inactive until crouch or Jumping Flea, input ⇨ ⇨ to dash
2	Flea to Sling Headbutt	(during Flea) K	Low	60	17	14	31	+20	-11	—	Exits Flea
3	Jumping Flea	(during Flea) ↖, ↑, ↗	High, mid	60	5	35	8	+6	+2	—	Sword hitbox is active throughout move duration, hit level changes to Mid after frame 5
	High Jumping Flea	(during Flea) ↓↖, ↓↑, ↓↗	High, mid	60		41	8	+6	+2	—	Sword hitbox is active throughout move duration
4	Flea Release	(during Flea) P	—	—	—	—	30	—	—	—	Sword remains active from Flea until frame 6



Flea: Yoshimitsu uses his sword as a pogo stick and is unable to block. Several Special Moves are available to use during this stance as well as the ability to dash and crouch. The sword's hitbox remains active until coming into contact with an opponent, then it becomes inactive until you dash, crouch, perform Jumping Flea, or turn around (e.g. when an opponent jumps over you). Yoshimitsu cannot dash to strike opponents while in Flea. They must use a move of their own to extend their hurtbox into the sword to be struck. Flea can be used as a way to confuse opponents due to its unorthodox nature. Yoshimitsu reverts into a standing position when struck while in this stance.

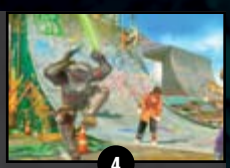
Flea to Sling Headbutt: Yoshimitsu slides forward with a low headbutt, ending in a normal stance. This attack has deceptively long range and can be used as a mid range poke during Flea and with Flea to Poison Breath and Jumping Flea. It grants massive frame advantage on hit and can be used to start combos. It is unsafe on block, so it should not be abused.





Jumping Flea, High Jumping Flea: Yoshimitsu can jump diagonally or vertically while in Flea. His sword remains active throughout the duration of the jump and turns into an overhead after frame 5. Jumping backward can be used to retreat, jumping vertically can be used defensively, and jumping forward is used offensively. Jumping Flea can also be performed as a High Jump, causing Yoshimitsu to jump significantly higher and farther. Unlike Jumping Flea, however, High Jumping Flea's hit level does not change to mid. Jumping Flea is safe on both hit and block on descent but is unsafe if it hits while ascending. In addition, it can be avoided and/or countered on reaction. Opponents who are unfamiliar with Flea will find it confusing to deal with if you perform it multiple times as cross-ups after first contact. It can be used in tandem with Flea to Poison Breath and with Sling Headbutt as a mid range poke.

Flea Release: Pressing P during Flea will transition out of the stance and is the fastest way to exit Flea (besides getting attacked). Flea Release is vulnerable throughout its duration, making it punishable if opponents react quickly.

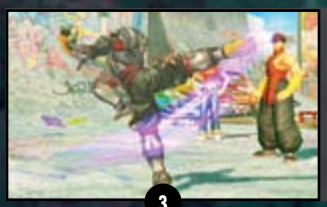


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Triple Roundhouse Combo—→ + HK ▸ → + HK ▸ → + HK

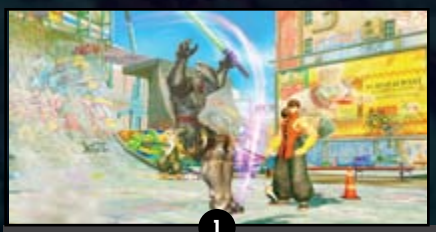
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	⇨ + HK	High	50	10	2	22	+3	-3	—	Input ⇨ + HK between frames 8-25 for follow-up attack, knockdown on airborne foes
2	—	⇨ + HK ▷ ⇨ + HK	High	50	5	2	23	+2	-4	—	Input ⇨ + HK between frames 4-21 for follow-up attack, knockdown on airborne foes
3	Triple Roundhouse Combo	⇨ + HK ▷ ⇨ + HK ▷ ⇨ + HK	High	50	5	2	23	Floats	-5	—	—

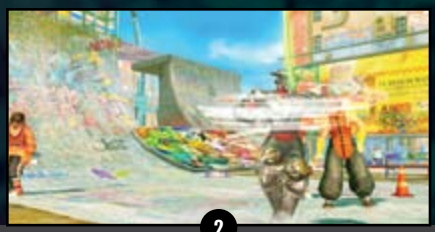


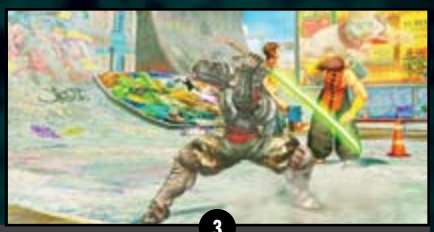
Triple Roundhouse Kick: Yoshimitsu performs a series of roundhouse kicks. The last kick causes a float state that can be followed with a juggle of HP Gehosen mid screen or cr.LP against a cornered opponent (see **combo III**). Up to three kicks can be performed, with each consecutive kick progressively more unsafe on block. Unfortunately, most characters can duck right under Triple Roundhouse Kick, so this move is best saved for combos. These kicks can still be used as offensive pressure against Kuma, Marduk, Ogre, and Zangief, all of whom cannot avoid it by crouching.

Poison Wind Strings—→ + MK ▸ MP

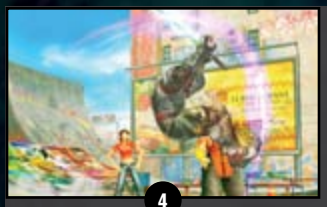
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	—	⇨ + MK	Mid	40	20	2	24	0	-4	—	Input MP between frames 1-11 for follow-up attack, knockdown on airborne foes
2	—	⇨ + MK ▷ MP	High	80	12	1(5)1(5)1	28	+2	-10	—	Knockdown on airborne foes
3	Poison Wind Bronze Fist	⇨ + MK ▷ MP ▷ ⇦ ⇦	—	—	—	—	28	-8	-21	—	Full body invulnerability frames 1-8
4	Poison Wind Steel Fist	⇨ + MK ▷ MP ▷ ⇨ + MK	Mid	40	20	2	24	+2	-14	—	—
5	Poison Wind Silver Fist	⇨ + MK ▷ MP ▷ K	—	—	—	—	56	-38	-51	—	—
6	Poison Wind Gold Fist	⇨ + MK ▷ MP ▷ K ▷ P	High	70	16	2	23	Floats	-10	—	—





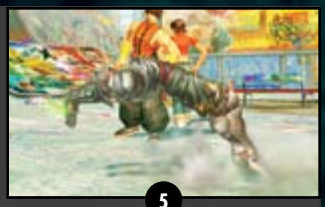


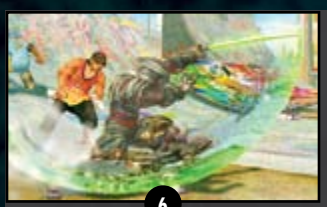
Poison Wind Bronze Fist: Yoshimitsu performs a flip attack that acts as an overhead. If it contacts the opponent, it can be followed with a spin attack by pressing MP, which looks similar to Slap U Silly. The spin attack can then be followed with a built-in backdash, performed with ← ←. On hit, stopping this chain at MP is the safest option, since the backdash that is built into this attack is unsafe whether the spin hits or is blocked. This attack is best used during offensive pressure to check an opponent's high guard.



Poison Wind Steel Fist: This attack ends with an overhead similar to → ◇ MK. It can be used as a way to score extra damage against overly defensive opponents but can be interrupted on startup and punished on block, making it risky to use.

Poison Wind Silver Fist: This attack is similar to Poison Wind Bronze Fist, except it ends with a back handspring instead of a backdash. Although this leaves Yoshimitsu at -38 on hit, it can be difficult to punish because of the distance that the back handspring creates. On block, this attack is easily punished if your opponent dashes forward after blocking and attacks upon recovery. This attack can be used as a way to reposition Yoshimitsu after connecting with → ◇ MK ▸ MP.





Poison Wind Gold Fist: Yoshimitsu follows Poison Wind Silver Fist's back handspring with a sword strike, causing a float state on hit. The slice can interrupt opponents whose timing is not tight in punishing the back handspring. Otherwise, it can be interrupted on startup and punished on block, making it unsafe to use.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

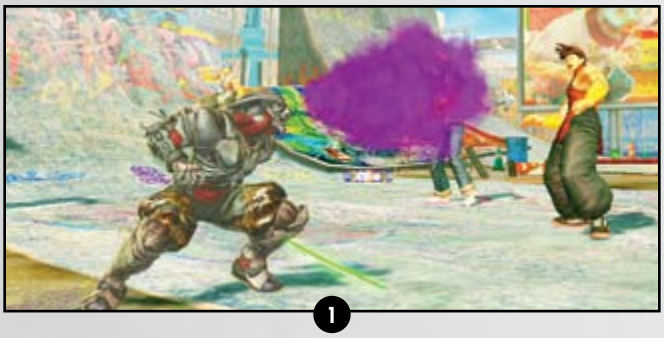
From the Library of Chris Miller

Special Moves

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LK Poison Breath	⇨↘⇩↙⇦ + LK	High	50	16	17	11	-6	-11	—	Projectile has 1 point of durability, knockdown on airborne foes
	MK Poison Breath	⇨↘⇩↙⇦ + MK	High	50	22	24	4	-6	-11	—	Projectile has 1 point of durability, knockdown on airborne foes
	HK Poison Breath	⇨↘⇩↙⇦ + HK	High	50	26	24	4	Crumples	-11	—	Projectile has 1 point of durability, knockdown on airborne foes
	EX Poison Breath	⇨↘⇩↙⇦ + K K	High	70	17	24	4	Crumples	-11	—	Projectile has 1 point of durability, knockdown on airborne foes
2	LK Flea to Poison Breath	(during Flea) ⇨↘⇩↙⇦ + LK	High	50	15	24	15	-17	-20	—	Projectile has 1 point of durability, knockdown on airborne foes
	MK Flea to Poison Breath	(during Flea) ⇨↘⇩↙⇦ + MK	High	50	20	24	15	-17	-26	—	Projectile has 1 point of durability, knockdown on airborne foes
	HK Flea to Poison Breath	(during Flea) ⇨↘⇩↙⇦ + HK	High	50	26	24	15	Crumples	-4	—	Projectile has 1 point of durability, knockdown on airborne foes
	EX Flea to Poison Breath	(during Flea) ⇨↘⇩↙⇦ + K K	High	70	16	24	15	Crumples	-6	—	Projectile has 1 point of durability, knockdown on airborne foes
3	Gehosen	⇨⇩↘ + P	High	110	9	6	26	Kncokdown	-10	—	Airborne frames 13-26
	EX Gehosen	⇨⇩↘ + P P	High	140	7	6	27	Knockdown	-9	—	Full body invulnerability frames 1-7, airborne frames 11-24
4	LP Suicide	⇨↘⇩↙⇦⇨ + LP	Mid	120	24	5	98	Crumples	-74	—	Deals 60 damage to self, knockdown on airborne foes
	MP Suicide	⇨↘⇩↙⇦⇨ + MP	Mid	120	26	5	98	Crumples	-74	—	Deals 70 damage to self, knockdown on airborne foes
	HP Suicide	⇨↘⇩↙⇦⇨ + HP	Mid	120	28	5	98	Crumples	-74	—	Deals 80 damage to self, knockdown on airborne foes
	EX Suicide	⇨↘⇩↙⇦⇨ + P P	Mid	100 x 2	22	5(36)5	107	Crumples	-82	—	Deals 90 damage, knocks down self, knockdown on airborne foes
5	LP Slap U Silly	⇩↘⇨ + LP	High	20 per hit	15	2(3)2(5)2 / 2(3)1(4)1 (5)1(3)1(5)1(3)1(5)1 (3)1(5)1(3)2	27/78	0/-52	-8/-60	—	Repeatedly input LP for additional hits, knocks down self after 6th hit, knockdown on airborne foes
	MP Slap U Silly	⇩↘⇨ + MP	High	20 per hit	15	2(3)1(4)2(4)1(3)2 / 2(3)1(4)2(4)1(3)1 (5)1(3)1(5)1(3)1(5)2 (3)1(5)1(3)2	27/98	0/-52	-8/-60	—	Repeatedly input MP for additional hits, knocks down self after 7th hit, knockdown on airborne foes
	HP Slap U Silly	⇩↘⇨ + HP	High	20 per hit	15	2(3)1(4)2(4)1(4)2(4)1 (3)2 /2(3)1(4)2(4)1 (3)2(4)1(3)1(5)1(3)1(5) 1(3)1(5)1(3)1(5)1(3)2	27/98	0/-52	-8/-60	—	Repeatedly input HP for additional hits, knocks down self after 8th hit, knockdown on airborne foes
	EX Slap U Silly	⇩↘⇨ + P P	High	20 x 7	15	2(3)1(4)2(4)1(3)2(4) 1(4)2|(4)1(4)2(4)1(3) 2(4)1(4)2	27	0	-8	—	Armor frames 1-14, knockdown on airborne foes
6	LK Stone Fists	⇩↘⇨ + LK	Low	20 per hit	15	2(5)1(3)2 / 2(5)1(3)1 (5)1(3)1(5)1(3)1(5)1 (3)1(5)1(3)2	27/98	-2/-54	-10/-62	—	Repeatedly input LK for additional hits, knocks down self after 6th hit, knockdown on airborne foes
	MK Stone Fists	⇩↘⇨ + MK	Low	20 per hit	15	2(5)1(3)2(5)1(3)2 / 2(5) 1(3)2(5)1(3)1(5)1(3)1(5) 1(3)1(4)1(3)1(5)1(3)2	27/98	-2/-54	-10/-62	—	Repeatedly input MK for additional hits, knocks down self after 7th hit, knockdown on airborne foes
	HK Stone Fists	⇩↘⇨ + HK	Low	20 per hit	15	2(5)1(3)2(5)1(3)2(5)1 (3)2 / 2(5)1(3)2(5)1(3)2 (5)1(3)1(5)1(3)1(5)1(3)1 (5)1(3)1(5)1(3)2	27/98	-2/-54	-10/-62	—	Repeatedly input HK for additional hits, knocks down self after 8th hit, knockdown on airborne foes
	EX Stone Fists	⇩↘⇨ + K K	Low	20 x 7	15	2(5)1(3)2(5)1(3)2(5)1(3)2 (5)1(3)2(5)1(3)2(5)1(3)2	27	-2	-10	—	Armor frames 1-14, knockdown on airborne foes
7	Indian Stance Vacuum Dance	⇨⇩↘ or ⇦⇩↙ + P P P or K K K	—	—	—	—	50	—	—	—	Full body invulnerability frames 1-29
8	Sword Poke Windmill	⇨↘⇩↙⇦ + P	High	5, 10 x 7, 45	18	52	33	-2	-11	—	Can be Super Charged: 51 frames for EX version, 100 frames for Super Art, knockdown on airborne foes
	EX Sword Poke Windmill	⇨↘⇩↙⇦ + P P	High	5, 190	6	52	33	Hard knockdown	-11	—	Can be Super Charged: 51 frames for Super Art, knockdown on airborne foes

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



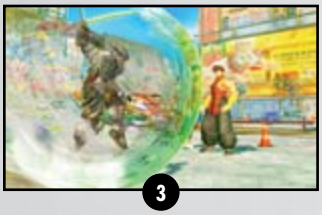
1

Poison Breath: Yoshimitsu belches a poisonous mist that damages opponents. The strength of attack used determines Poison Breath's startup and active window. LK Poison Breath starts up the fastest but has a shorter active window than the rest. MK Poison Breath starts up slower but is active for a longer period of time. Both HK and EX Poison Breath cause a crumple on hit, giving you enough time to follow with a combo. Poison Breath is considered a projectile and can be used as a way to deal with opposing projectiles. Its range also makes it usable as a mid range poke. LK Poison Breath is best suited for this use due to its startup speed. All versions are punishable on block, though it is difficult to punish if blocked at the maximum range possible.



2

Flea to Poison Breath: Poison Breath can be performed while in Flea, with each version's behavior similar to that of normal Poison Breath with two main differences: Flea to Poison Breath has longer range and produces a heavier frame disadvantage on block. It can be used as a mid range poke during Flea and with Sling Headbutt.



3

Gehosen: Yoshimitsu performs a rising katana attack. The strength used determines the lateral range in which Yoshimitsu will hop when performing the attack, with HP Gehosen traveling the farthest. Gehosen sees frequent use in Yoshimitsu's combos and can be followed with normal moves to juggle depending on position. Against grounded opponents, HP Gehosen puts Yoshimitsu in the range in which you can consistently juggle afterwards, making it the version of choice in combos. Though Gehosen seems like it can be used as anti-air, it will not strike at an angle that stops jump-in attacks until frames 13 and 14, which makes it impractical for use as anti-air on reaction.

EX Gehosen is invulnerable during its 6 frame startup, making it a powerful defensive tool against both grounded and airborne opponents. It pops opponents up higher than non-EX versions and can be followed with HP Gehosen for extra damage. EX Gehosen is fast enough to be used on reaction to jump-ins and can also be used to interrupt an opponent's offensive pressure. Pairing Yoshimitsu with a character who does not require Cross Gauge to be effective can be a good idea, since it allows you more opportunities to use this attack. It is unsafe on block, however, and should not be abused.



4

Suicide: Suicide, as the name implies, is an attack where Yoshimitsu damages not only his opponent but also himself. Gehosen (which is faster, does more damage, and doesn't inflict self-damage) can be used in situations in which you would connect with Suicide, making Suicide's uses limited. EX Suicide does even more self-inflicted damage, as well as more damage to the opponent, but it is fast enough to be used in a corner juggle (see **combo III**).



5

Slap U Silly: Yoshimitsu attacks by spinning toward his opponent. Repeated presses of the attack strength cause Yoshimitsu to continue spinning for more hits, and the number of spins you can perform is dependent upon the attack strength used. Spinning the maximum amount of times for any given attack strength causes Yoshimitsu to collapse into a hard knockdown state. On block, this dizziness can be punished before the hard knockdown. On hit, opponents are free to use their wakeup setups since they recover before Yoshimitsu rises. Because of these disadvantages, Slap U Silly should be canceled right before the last spin, which differs depending on the attack strength used. Any amount of spins can be punished on block.

EX Slap U Silly is performed in its entirety without additional inputs and does not result in Yoshimitsu collapsing. It also has armor and can be used to blow through an enemy's attack, though EX Gehosen is more effective defensively.



6

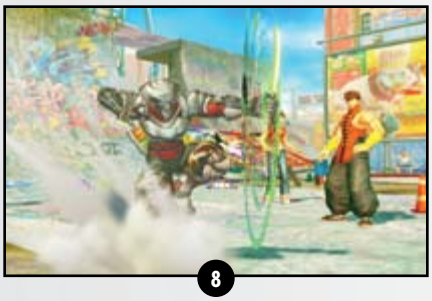
Stone Fists: Stone Fists is similar to Slap U Silly in that you can spin multiple times with additional inputs of the attack strength used. They are also similar in that Yoshimitsu will collapse if the last possible spin is performed. Stone Fists has decent range, making it usable as a low, mid range poke, though it is unsafe on block. It can also be used in combos, although Yoshimitsu has better combo options.

EX Stone Fists is performed in its entirety without additional inputs and does not result in Yoshimitsu collapsing. Like EX Slap U Silly, it has armor and can be used to interrupt an opponent's attack. However, EX Gehosen is better suited for such situations due to its invulnerability on startup.



7

Indian Stance Vacuum Dance: Yoshimitsu performs a teleport in which he is invulnerable until reappearing. Performing the teleport with different combinations of controller and button inputs causes Yoshimitsu to reappear in different positions. ⇨ ⇩ ⇘ + (P)(P)(P) causes Yoshimitsu to reappear behind his opponent at close range, while ⇨ ⇩ ⇘ + (K)(K)(K) causes Yoshimitsu to reappear in front of his opponent at close range. These teleports can be used to get into close range quickly or to avoid attacks while still being in range to punish. ⇦ ⇩ ⇗ + (P)(P)(P) causes Yoshimitsu to reappear about two character's lengths backward, while ⇦ ⇩ ⇗ + (K)(K)(K) causes him to reappear at the back end of the screen. These teleports can be used to retreat from an undesirable position while avoiding incoming attacks. Yoshimitsu is vulnerable upon reappearing and can be punished with option selects or through anticipation.



8

Sword Poke Windmill: Yoshimitsu uses his sword as a fan to suck opponents in, similar to Seth's Tanden Engine in *Street Fighter IV*. Sword Poke Windmill reaches slightly farther than half of a screen's length but will only suck in grounded opponents. If an opponent jumps into Sword Poke Windmill's vacuum mid-way, they are still able to block upon landing unless they whiffed an aerial attack, in which case they will get sucked into the rotating blade. Sword Poke Windmill will connect if canceled from a successful cr.(MP) or st.(MK) and can be followed with cr.(LP) or st.(LP) on hit as a frame trap. It is unsafe if blocked.

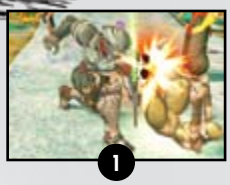
EX Sword Poke Windmill is different in that it starts up significantly faster, has longer reach, and transitions into a cinematic slice attack on hit, causing a hard knockdown and side switch. Afterward, you can follow with an ambiguous cross-up by walking backward upon recovery and then jumping forward with J.(MK). Like its non-EX counterpart, it is unsafe if blocked.

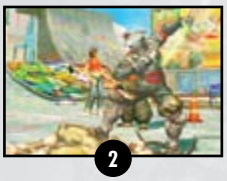
©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Normal Throws

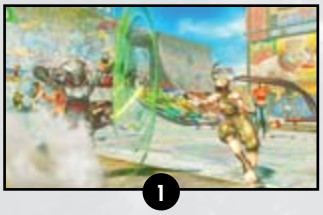
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Sword Face Smash	⇨ or N + LP LK	Throw	130	7	2	20	Hard knockdown
2	Oni Killer	⇦ + LP LK	Throw	120	7	2	20	Hard knockdown


1


2

Super Art

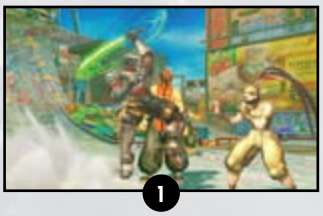
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Sword Poke Whirlwind	⇨⇘⇩⇙⇦ + P P P	High	5, 20, 40 x 6, 50	6	58	36	Hard knockdown	-11
Notes									
63 frame cinematic freeze before attack begins, full body invulnerability frames 1-5									


1

Sword Poke Whirlwind: Sword Poke Whirlwind behaves similarly to Sword Poke Windmill, except Yoshimitsu transitions into a cinematic series of slice attacks if it connects. Its vacuum reaches farther than that of EX Sword Poke Windmill and can be used as a long range punish to slow-recovering attacks. It is also invulnerable on startup and can be used as a reversal during an opponent's offense. Sword Poke Whirlwind is unsafe if blocked, so it is best used in combos or as punishment.

Cross Art

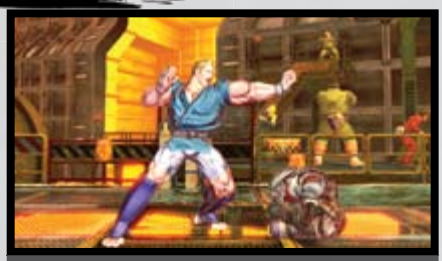
Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	⇩⇘⇨ + MP MK	High	20, 10 x 8	8	2	66	Tag	-46
Notes								
62 frame cinematic freeze before attack begins, full body invulnerability frames 1-10, airborne frames 1-37								


1

Yoshimitsu charges forward with a flying attack. If it connects, Yoshimitsu transitions into a cinematic attack that ends in a tag into his partner's Cross Art. This attack is invulnerable on startup and can be used as a reversal or in combos for a significant amount of unrecoverable damage.

OVERVIEW


Sword Poke Windmill's vacuum reaches slightly farther than half of a screen's length.


Yoshimitsu can crouch during Flea to avoid attacks.

Yoshimitsu is an odd character who can confuse opponents unfamiliar with his fighting style. Getting into st.LP range should be top priority, as he has little to threaten with from long range besides unsafe teleports. At mid range, you can poke with cr.MP buffered into Sword Poke Windmill for an option select. This should be used at a range where cr.MP will normally whiff but catch any extended hurtboxes from your opponent's whiffed pokes. If whiffed, the ⇨⇘⇩⇙⇦ + P input becomes void. If your opponent sticks out an attack and is hit by cr.MP, it will cancel into Sword Windmill Poke for a combo. St.MK can be used in a similar fashion and even starts up 2 frames faster than cr.MP. However, Yoshimitsu's foot can be hit during st.MK. Yet the same is not true for the edge of Yoshimitsu's sword during cr.MP. Use training mode to learn the maximum distance in which cr.MP can hit and to learn the ranges on your opponents' pokes. This will increase the tactic's effectivness.

At close range, st.LP and cr.LP are some of Yoshimitsu's best pokes and can be used to hit-confirm into **combo I**. Yoshimitsu's hurtbox is not extended during these punch attacks, giving them the ability to out-prioritize an opponent's close range pokes. If **combo I**'s initial link is blocked, you have several options. You can walk forward slightly and perform st.LP, fishing for another hit-confirm. If you notice your opponent guarding this tactic frequently, you can dash instead of walk to get within point-blank range for more effective pressure. After dashing, it's best to start the next hit-confirm link with cr.LP since it starts up 1 frame faster than st.LP. You can also begin pressure with Triple Roundhouse Kick and follow with a juggle of HP Gehosen if it connects, though this is best used against characters who cannot crouch under the kicks (Kuma, Marduk, Ogre, and Zangief are too large to crouch Triple Roundhouse Kick). In addition, you are in position to score a cross-up J.MK after LP is blocked three times, though this can be interrupted with a vertical air-to-air attack if your opponent anticipates it. However, opponents doing so can be countered by performing J.HK early, which causes a ground bounce if they do not quick recover. Furthermore, this distance also puts you at the maximum range in which you can poke with cr.MP. Once opponents are conditioned to block, you can begin mixing in Poison Wind strings and throws to break through their defense.

Defensively, Yoshimitsu's most effective option is EX Gehosen. It is full body invulnerable on startup and can be followed by HP Gehosen for extra damage. It can be used as anti-air or as a reversal to poorly timed blockstrings. Cr.HP also functions as an anti-air attack if timed early. It will trade against certain jumping attacks if timed too late, though this still stops your opponent from performing a combo. Opponents attempting to perform cross-ups in the middle of blockstrings can be countered with vertical J.LK, though this requires quick reaction. EX Slap U Silly and EX Stone Fist can be used as a reversal against grounded opponents, but the armor of these attacks is not as effective as the invulnerability on EX Gehosen's startup. Indian Stance Vacuum Dance can be used defensively as a reversal to retreat from danger, which is useful since it is invulnerable on the first frame. You can use ⇦⇩⇗ + K K K to gain the maximum amount of distance possible, resetting the pace of the match. This must not be abused, however. Opponents who catch on to this tactic can punish Yoshimitsu upon reappearing with option selects or through anticipation. ⇨⇩⇘ + P P P is great for punishing projectiles on reaction, making them risky to use against Yoshimitsu from a distance.

Yoshimitsu has a strong cross-up game on an opponent's wakeup, relying on J.MK. At a certain range, you can perform a cross-up or fake cross-up with J.MK timed late or early respectively. To demonstrate, go to the training room and set the dummy to stand still with the Block All setting turned on. Get into point-blank range and perform st.LP, st.LP, st.MP slowly, one after another without linking. After this sequence, you are put in the perfect range to perform a cross-up or fake cross-up with a diagonal J.MK late or early. Of course, your opponent won't just let you perform this blockstring during a real battle. Rather, this sequence should be used to learn the exact distance in which you can perform an ambiguous cross-up. Being able to visually identify this distance in the heat of battle is important to Yoshimitsu's offense. An example situation in which this tactic can be utilized is after Yoshimitsu's forward throw. After performing a forward throw, walk back for just a few frames then jump forward with an ambiguous J.MK cross-up or fake cross-up. Or you can choose to hold ⇗ right before the throw is finished recovering then perform a deep cross-up J.MK.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

COMBO USAGE

I. St.LP, st.LP, cr.LP ▷ ⇨⇩⇘ + HP, cr.LP, cr.MP ▷ ⇨⇩⇘ + P

253 damage

This is a bread and butter combo that is hit-confirmed using a rhythmic link of st.LP, st.LP, cr.LP. To help execution, you cancel into ⇨⇩⇘ + HP by using a shortcut method of ⇘ + LP, ⇩⇘ + LP. As the opponent descends from Gehosen, catch them with cr.LP and continue with a juggle of cr.MP ▷ ⇨⇩⇘ + P.

The initial link can be modified depending on the range in which you begin attacking. At point-blank range, you can begin the combo with cl.MP, st.LP, cr.LP, which puts the combo's damage total at 283. At far range, the link can be shortened to st.LP, cr.LP, which puts the combo's damage total at 260 at the cost of one less st.LP to hit-confirm with.

II. St.LP, st.LP, st.LP ▷ st.MK ▷ ⇨⇘⇩⇙⇦ + P P

230 damage, 1 block required

This combo uses a similar hit-confirm as **combo I**, except it transitions into a Boost Combo canceled into EX Sword Poke Windmill. This combo does less damage than his bread and butter and costs one block to perform. But its strength lies in the setup afterwards. After EX Sword Poke Windmill recovers and your opponent is put in a hard knockdown state, perform two dashes as soon as possible and as fast as possible. Then, hold ⇗ during the second dash's duration. The hard knockdown EX Sword Poke Windmill produces, combined with this sequence of movements, sets up a diagonal J.MK that barely crosses-up. As a mix-up, you can dash once, walk forward slightly, then jump forward and perform J.MK as a fake cross-up. This tactic can be countered with a fast invulnerable reversal depending on the character. If you suspect your opponent will attempt this, you can opt to dash forward and perform an empty jump instead to bait it out and then block and punish with **combo I** or with this same combo again, depending on your Cross Gauge. This combo can also be ended with ⇨⇘⇩⇙⇦ + P P P for 333 damage, two blocks required.

III. ⇨ + HK ▷ ⇨ + HK ▷ ⇨ + HK, cr.LP, cl.MP, cl.MP ▷ ⇨⇘⇩⇙⇦ + P P

305 damage, requires corner and 1 block

This corner combo ends with EX Sword Poke Windmill, allowing you to use the same setups that follow **combo II.** The main obstacle in executing this combo lies with ⇨ + HK having little lateral movement, causing the kicks to possibly whiff if the first kick is not connected at close range. Even if you manage to get all three hits of Triple Roundhouse to connect, there is a chance that you won't be in range to perform the rest of the juggle. Fortunately, you have just enough time to walk forward slightly between cr.LP and cl.MP to get into range for the rest of the juggle. In situations where the third kick connects at the maximum range possible, this combo can be adjusted by performing cr.LP, walk forward, cr.LP, cr.MP ▷ ⇨⇘⇩⇙⇦ + P P. If you have no Cross Gauge to spare, this combo can be ended with ⇨⇩⇘ + P instead for 271 damage. Note that this combo can also be ended with ⇨⇘⇩⇙⇦⇨ + P P if the opponent's altitude is high enough, which scores 307 damage, 90 self-inflicted damage, and over 9,000 style points.

IV. Cr.LP ▷ st.MK ▷ ⇨⇘⇩⇙⇦ + K K, cr.MK ▷ ⇨⇩⇘ + HP, cr.LP, cr.MK ▷ ⇨⇩⇘ + HP

308 damage, requires 1 block

This combo uses a Boost Combo canceled into EX Poison Breath, which causes a crumple on hit. Cr.MK ▷ ⇨⇩⇘ + HP should be performed as soon as EX Poison Breath recovers so that it connects while the opponent is still grounded during the crumple. Afterward, juggle with cr.LP, cr.MK ▷ ⇨⇩⇘ + HP to finish. This combo can be used after connecting with a jump-in attack such as J.MK or as punishment after a slow-recovering attack.

V. (After Tag or Switch Cancel) ⇨ + HK ▷ ⇨ + HK ▷ ⇨ + HK, ⇨⇩⇘ + HP

Damage varies due to scaling

You can use this simple combo after a partner's Launcher or Switch Cancel. You must connect with ⇨ + HK as early as possible to ensure the rest of the kicks connect. Catch your opponent's descent with ⇨ + HK and then perform the rest of the kicks followed by ⇨⇩⇘ + HP.

DECIDED BY THE HEAVENS, FATE IS.
YOUR BLOOD, FATE HAS CRIED OUT FOR.

Combo Appendix

Sequence	Notes
J.HK, st.MK ▷ ⇨⇘⇩⇙⇦ + P	Trial 11
St.LP, st.LP ▷ st.MP ▷ cr.HK	Trial 12
Cr.LP, cr.LP ▷ ⇩⇘⇨ + P	Trial 13
J.MP, cr.LK ▷ st.MK ▷ ⇩⇘⇨ + K K	Trial 14
⇨⇩⇘ + P, ⇨⇩⇘ + P	Trial 15
⇨ + HK ▷ ⇨ + HK ▷ ⇨ + HK, ⇨⇩⇘ + HP	Trial 16
⇨⇘⇩⇙⇦ + HK, st.LK ▷ st.MK ▷ ⇨⇘⇩⇙⇦ + K K, cr.LK ▷ cr.MK ▷ ⇩⇘⇨ + K K	Trial 17
St.MK ▷ ⇨⇘⇩⇙⇦ + K K, ⇨⇩⇘ + P, st.LK, st.LK, st.MK, ⇨⇩⇘ + P	Trial 18
⇩ + K K K, K, ⇨ + HK ▷ ⇨ + HK ▷ ⇨ + HK, ⇨⇩⇘ + P, ⇨⇘⇩⇙⇦ + P P P	Trial 19; requires corner
J.MK, cl.MP, st.LP, st.LK ▷ cr.MP ▷ ⇨⇘⇩⇙⇦ + P P	Trial 20; requires deep J.MK



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



ART & CONCEPTS



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller







©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller







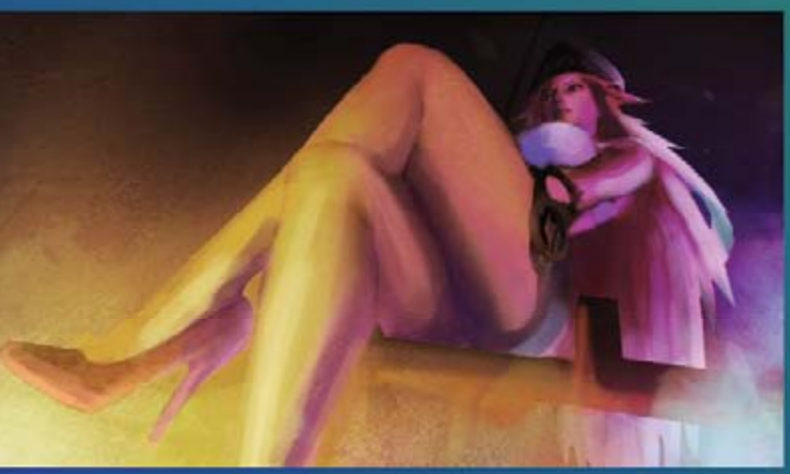


©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller










©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller










©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



©2012 DK/BradyGames, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller

Street Fighter® X Tekken® Sweepstakes!

Take your game to the next level and play like the pros!



Become a Fan on Facebook

MAD CATZ®



Simply "Like" BradyGames on Facebook for a chance to win a Mad Catz Street Fighter X Tekken FightStick, plus a signed copy of the Street Fighter X Tekken Strategy Guide.

- **GRAND PRIZE:** One winner will receive a Mad Catz Street Fighter X Tekken FightStick and a signed copy of the Street Fighter X Tekken Strategy Guide. (ARV = $180.00)
- **SECOND PLACE:** One winner will receive a Mad Catz Street Fighter X Tekken FightPad, and a signed copy of the Street Fighter X Tekken Strategy Guide. (ARV = $60.00)
- **THIRD PLACE:** Three winners will receive a signed copy of the Street Fighter X Tekken Strategy Guide. (ARV = $20.00 each)

Winners of the Mad Catz FightStick and FightPad will have his or her choice of an Xbox 360 or PS3 controller.
Open to residents of the 50 US and DC, ages 13 or orlder. Sweepstakes ends March 30, 2012 at midnight. No purchase necessary.
Void where prohibited by law. For complete sweepstakes rules, visit http://facebook.com/BradyGamesStrategy.

CAPCOM®

BRADYGAMES

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



Official Strategy Guide

By Joe Epstein, Daniel Maniago, Logan Sharp, and Josh Richardson

©CAPCOM U.S.A., INC. 2012 ALL RIGHTS RESERVED.
© 2012 NAMCO BANDAI Games Inc.

DK/BradyGames, a division of Penguin Group (USA) Inc.
800 East 96th Street, 3rd Floor
Indianapolis, IN 46240

The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the ratings icons, please contact the ESA at esrblicenseinfo@theesa.com.

ISBN: 978-07440-1380-1

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 12-1 shows that the first printing of the book occurred in 2012.

15 14 13 12 4 3 2 1

Printed in the USA.

BradyGAMES Staff Credits

PUBLISHER
Mike Degler

EDITOR-IN-CHIEF
H. Leigh Davis

LICENSING MANAGER
Christian Sumner

DIGITAL PUBLISHING MANAGER
Tim Cox

OPERATIONS MANAGER
Stacey Beheler

SENIOR DEVELOPMENT EDITOR
Chris Hausermann

DEVELOPMENT EDITOR
Jennifer Sims

LEAD BOOK DESIGNER
Brent Gann

BOOK DESIGNER
Tim Amrhein

PRODUCTION DESIGNER
Areva

EDITORIAL ASSISTANT
John Gehner

BradyGames Would Like to Thank:

Brian Oliveira, Seth Killian, Josh Izzo, and everyone at Capcom for their support and help with this project.

Author Acknowledgements

Joe (Dr. Deelite) Epstein

Thanks to my co-authors for their hard work and good humor, everyone at BradyGames and Capcom involved in seeing this book through to completion, my lovely Mia for holding down the unseasonably snowy fort back west, Indianapolis for not really being Indianapolis in the winter, and Guinness, for keeping Logan's Newcastle company.

Daniel (ClockwOrk) Maniago

Big thanks to Joe for turning me less of a hooligan every time we work together, your influence on me is tremendous. Huge thanks to Logan for being the most technical beast I've ever met, this project would have been impossible without your expertise and it was great working with you. Thanks Josh for all the hard work, we should hang out some time! Huge thanks to Chris Hausermann, keep an eye on me. Thanks so much to Stacey, Leigh, Christian, Ken, Jennifer, Tim, Lauren, and everyone else at Brady for all the support and for the opportunity. Big thanks to Brian and Seth at Capcom, Nolber, all my FGC people, and anyone who bought this book. Last mentions to Jay, Tim, Paul, Bill, Sue, Kuya Rai, Kuya Reg, Rachel, Manami, Mom n Pop, and Camille! Check me out at www.brokentier.com or @mvcClockwOrk on Twitter!

Logan Sharp

Thanks to Leigh, Chris, and especially Stacey for the hospitality and support during some wild times, Joe, Dan, and Josh for their words and fists, Nolber and Heather for the hospitalisteaks, and Vanessa for being my special little mess. Big ups to the Cross Rush of steaks, bacon, cats, V2 and Newcastle for helping me through particularly trying times.

Josh Richardson

First, huge props to our lead Joe Epstein who is the most godlike man on Earth when it comes to strategy guides. Without him, we are lost. Thanks to Dan and Logan for also taking the lion's share of the work. Much love to Southtown Arcade for all they've done for the Bay Area FGC. Lastly, thanks to my lovely and understanding Lady, Katie Longua, for putting up with another week's long disappearance on my part.

©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller



©2012 DK/BradyGAMES®, a division of Penguin Group (USA) Inc. All Rights Reserved.

From the Library of Chris Miller